ZIFF-DAVIS
a SOFTBANK company

COMPUTER GAMING WORLD

JULY 1999 • ISSUE 180

The #1 PC Game Magazine

INSIDE THE ARENA

QUAKE III

- EXCLUSIVE SCREENSHOTS!
- ALL-NEW CHARACTERS!
- HANDS-ON GAMEPLAY!

PLUS MORE *MULTIPLAYER MADNESS*

TEAM FORTRESS 2
From the Makers of HALF-LIFE

UNREAL TOURNAMENT

SCOOP!

HALF-LIFE OPPOSING FORCE

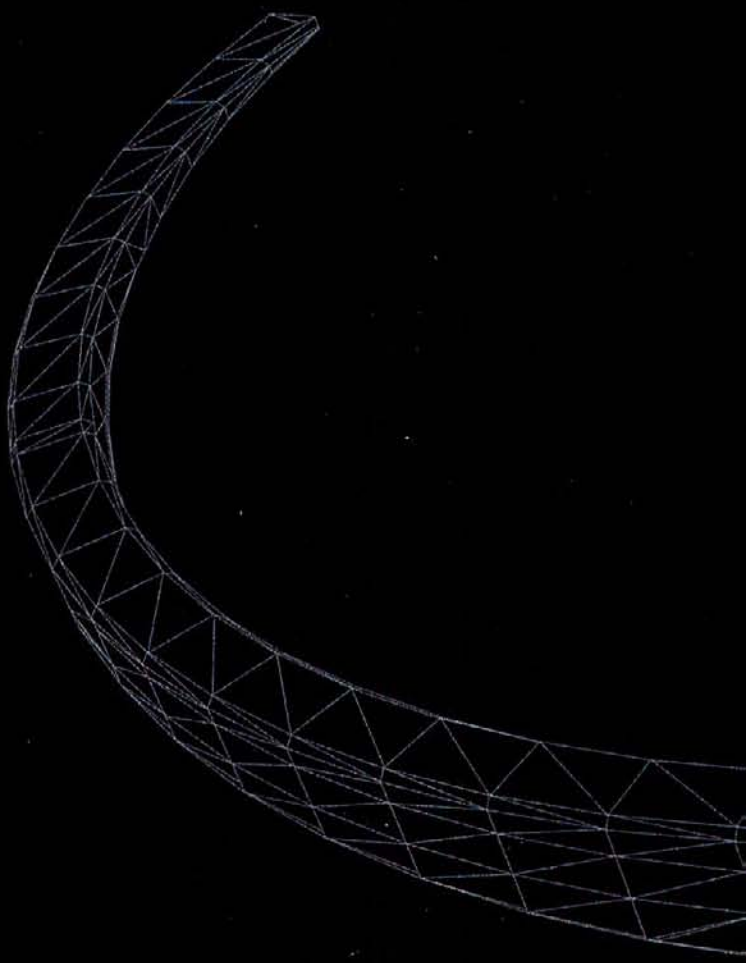


WHAT'S YOUR (QUAD) DAMAGE?
Actual screenshot from Quake III: Arena

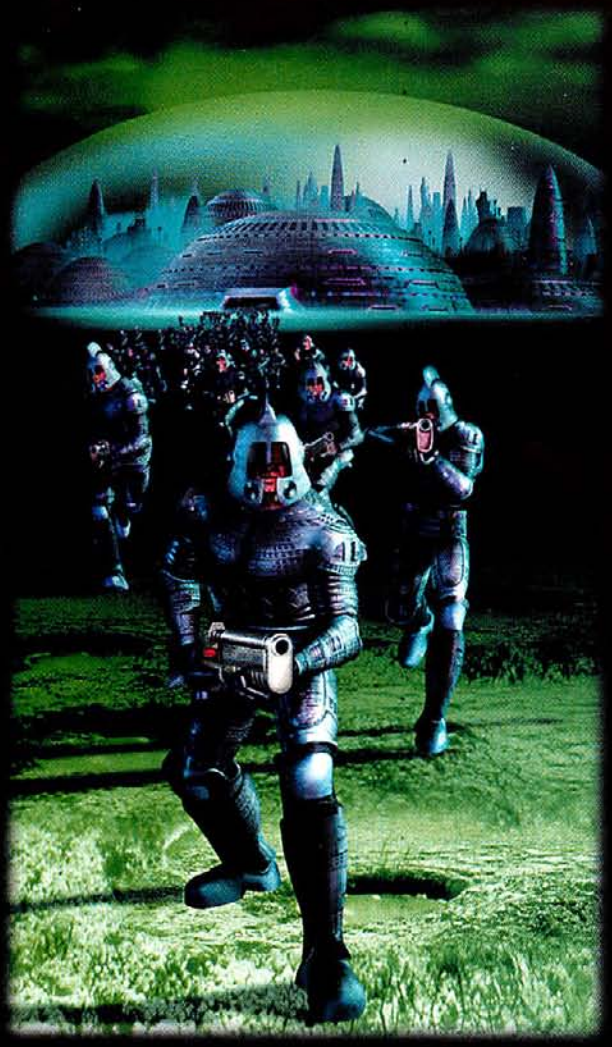
$7.99 USA, $8.99 Canada

0 70992 06950 7 07>

WARNING!



WARNING! YOUR HARD DRIVE





DARK REIGN™ 2

SOLDIER OF FORTUNE®



Face real-to-life warfare with true line-of-sight, realistic scale and accurate physics.



Play from the traditional full 3-D RTS view or zoom into the action for sharper detail.



Track and kill through a variety of first-person shooter indoor/outdoor combat situations.



Blow your cover as a modern-day mercenary and become a living, breathing, human target.

ACTIVISION.

PANDEMIC

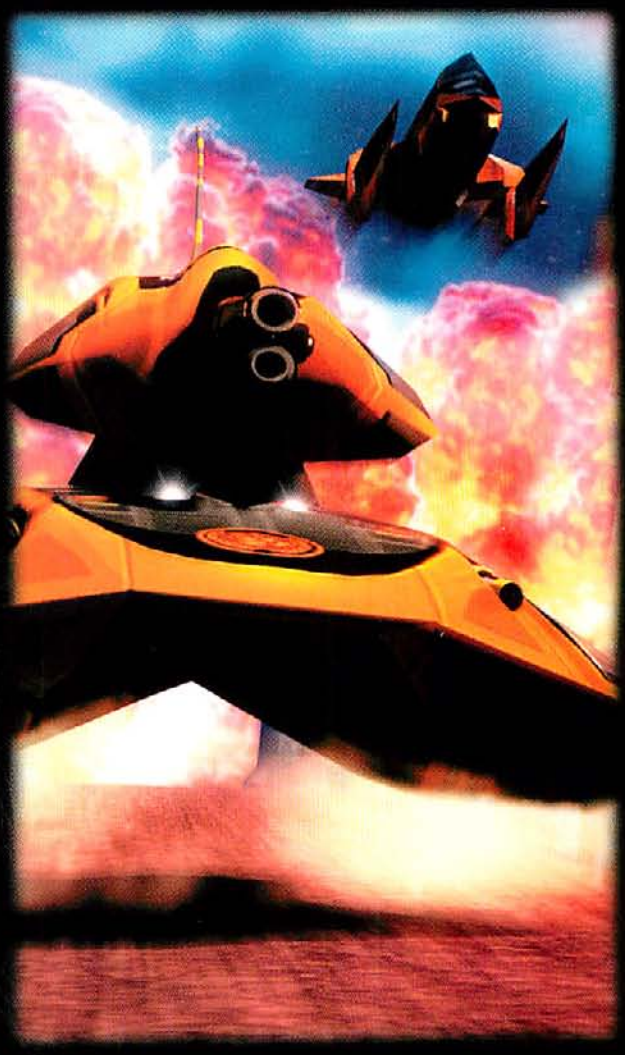
ACTIVISION.

RAVEN

Activision is a registered trademark and Dark Reign is a trademark of Activision, Inc. © 1997-1999 Activision, Inc. Battlezone is a trademark of Atari Interactive Inc., a Hasbro company. All rights reserved. Licensed by Activision. Soldier of Fortune © 1999 Activision, Inc. Developed by Raven Software Corporation. Published a
The Masquerade—Redemption is a trademark of White Wolf Publishing, Inc. © 1999 White Wolf Publishing, Inc. © 1999 Nihilistic Software, Inc. Published and distributed by Activision. All rights reserved. All other trademarks and trade names are the properties of their respective owners.

IS OFFICIALLY OBSOLETE!





VAMPIRE THE MASQUERADE REDEMPTION™



Live the unlife of a vampire and determine his destiny over 800 years in a thrilling RPG.



Survive a stunning 3-D world-from medieval Prague to modern New York.

BATTLEZONE II™



Command an extensive range of vehicles, buildings and units in the explosive sequel.



Annihilate enemies, organize troops, manage resources, and snipe other soldiers.

ACTIVISION.

ACTIVISION. PANDEMIC

Coming Soon to SoftwareForPCs.com

distributed by Activision, Inc. Soldier of Fortune® is a registered trademark of Omega Group, Ltd. This product contains software technology licensed from Id Software, Inc. ("Id Technology"). Id Technology © 1997 Id Software, Inc. Vampire: The Masquerade, White Wolf and World of Darkness are registered trademarks and Vampire:

QUAKE III ARENA™

1999



Level by level, the all-new single-player experience delivers the intensity of a live deathmatch.



Fear goes state-of-the-art with smothering fog, flickering shadows and retina-searing effects.



Experience multiplayer Internet Deathmatches with bristling response times and controls.

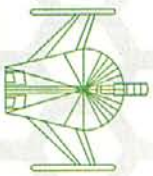
ACTIVISION.
www.activision.com

id
www.idsoftware.com

ake III Arena™ © 1999 Id Software, Inc. All Rights Reserved. Distributed by Activision under license. QUAKE™ and the id™ logos are registered trademarks of Id Software, Inc. Quake III Arena™, and the Id Software™ name are trademarks of Id Software, Inc.

Finally, a starship naval combat game worthy of the name

Star Trek®



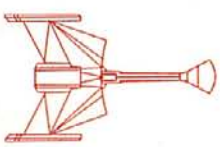
Romulan Battlehawk
Destroyer (R-BH)

4 Phaser 1s
2 Plasma Gs
2 Tractors
1 Transporter
Size Class: 4

Using data from the best-selling strategy board game, Star Fleet Battles, Starfleet Command™ puts you in the captain's chair for the most amazing real-time space combat experience ever created.

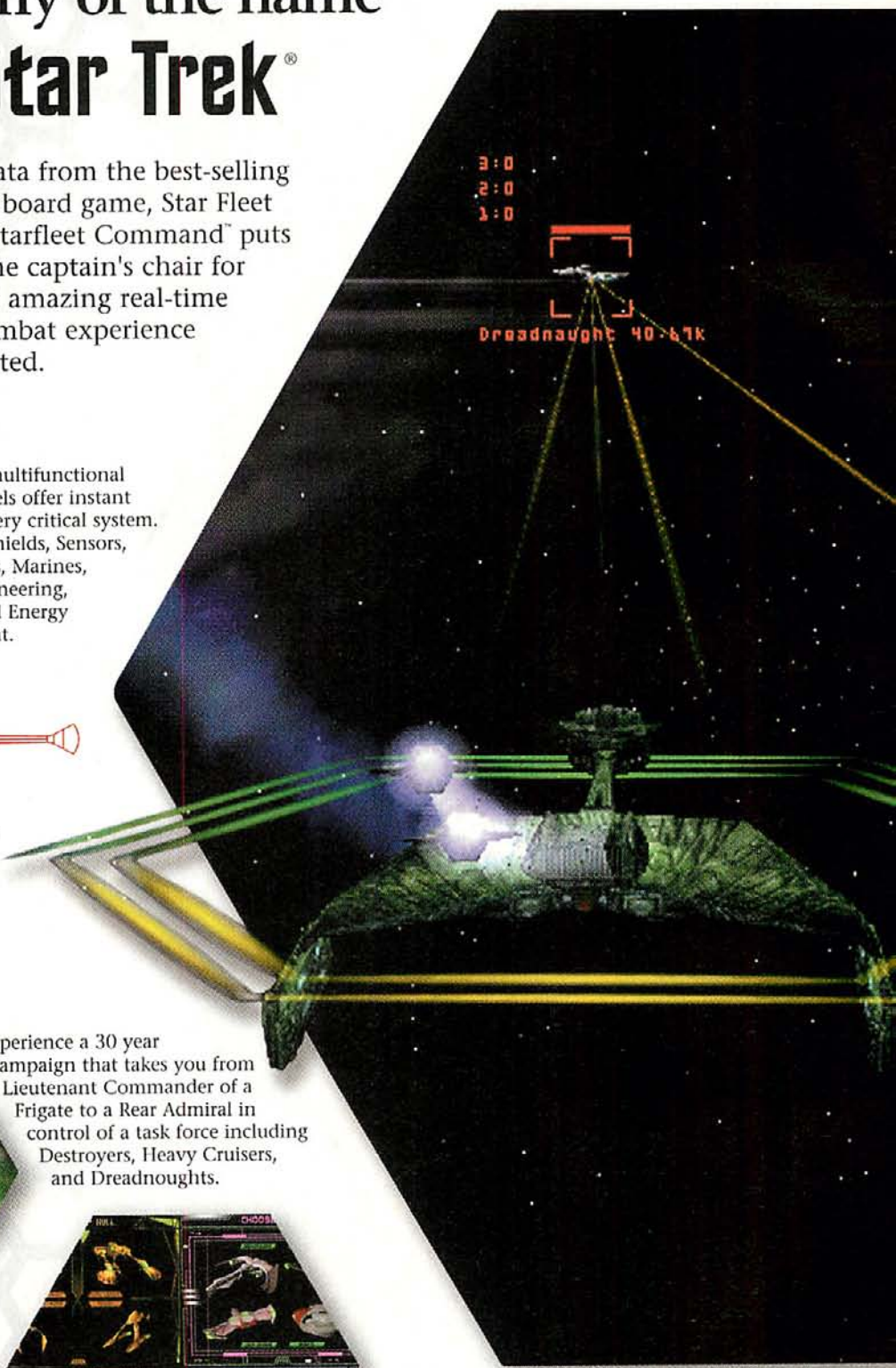


Dozens of multifunctional display panels offer instant access to every critical system. Weapons, Shields, Sensors, Transporters, Marines, Mines, Engineering, Science, and Energy Management.



Klingon Command
Cruiser (K-D7C)

4 Disruptors
3 Phaser 1s
6 Phaser 2s
3 Tractors
6 Transporter
Size Class: 3





Experience a 30 year campaign that takes you from Lieutenant Commander of a Frigate to a Rear Admiral in control of a task force including Destroyers, Heavy Cruisers, and Dreadnoughts.

Every good tactician knows there's a fine balance between speed and raw power. Choose from four classes of ships and over 50 3-D rendered hull designs.

QUICKSILVER SOFTWARE, INC.

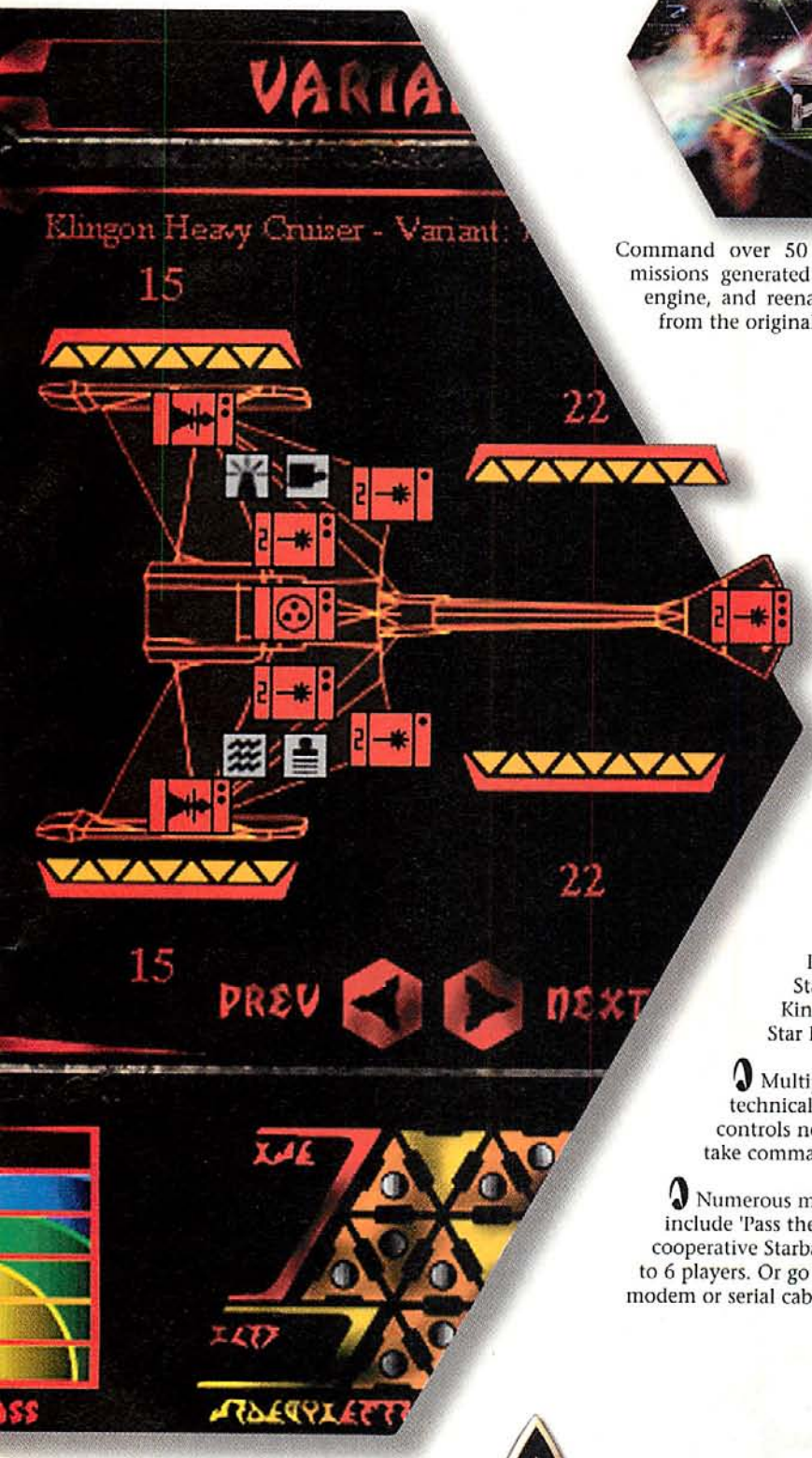
14° East

Interplay
BY GAMERS. FOR GAMERS.™

STAR TREK®: Starfleet Command™ Software ©1999 Interplay Productions. All Rights Reserved. ™, ® & © 1999 Paramou Pictures. All Rights Reserved. Portions ©1979-1999 Amarillo Design Bureau. All Rights Reserved. Portions © Quicksilv Software, Inc. All Rights Reserved. Some elements based upon the board games created by Amarillo Design Bureau. Star Trek a registered trademark of Paramount Pictures and Starfleet Command and related marks are trademarks of Paramount Picture All Rights Reserved. Interplay, the Interplay logo, "By Gamers. For Gamers.", 14° East and the 14° East logo are trademarks Interplay Productions. Quicksilver Software and the Quicksilver Software logo are trademarks of Quicksilver Software, Inc. Exclusiv licensed and distributed by Interplay Productions. All other trademarks and copyrights are the property of their respective owners.

Go to #165 @ www.computergaming.com/infolink

All shots are actual gameplay screens.





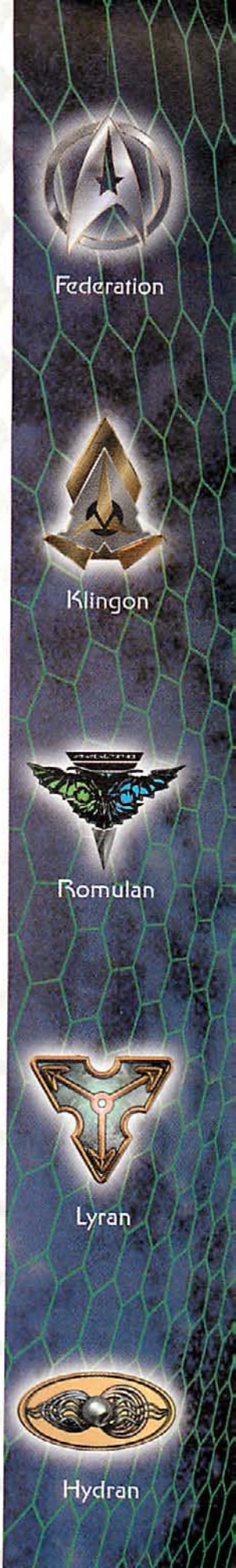
Command over 50 unique campaign missions generated by the Dynaverse engine, and reenact classic scenarios from the original series.



Federation
Heavy Cruiser (F-CA)

4 Photon Torpedoes
2 Phaser 1s
2 Tractors
3 Transporter
Size Class: 3

- Pledge allegiance in the Klingon Empire, the United Federation of Planets, the Romulan Star Empire, the Hydran Kingdoms, or the Lyran Star Empire.
- Multiple tutorials and technicals will introduce the controls necessary for you to take command.
- Numerous multi-player options include 'Pass the Tribble' and cooperative Starbase Assault with up to 6 players. Or go head-to-head via modem or serial cable.



STAR TREK®

STARFLEET COMMAND™

www.interplay.com/sfcommand.html

Strap yourself into the ultimate hot seat



"A choice blend of impressive technology and original gameplay..."
NextGeneration



"Flying and dealing death from Arokh's back is an undeniable blast"
Online Games Review

DRAKAN Order of the Flame, Psygnosis and the Psygnosis logo are TM or ® of Psygnosis Ltd. ALL RIGHTS RESERVED. The ratings icon is a trademark of the Interactive Digital Software Association. Windows® is either a registered trademark or trademark of Microsoft Corporation in the United States and/or other countries. All trademarks and/or registered trademarks are property of their respective owners.

DRAKAN
Order of the Flame







"DRAKAN has 'play me' written all over it."
PC Gamer

DRAKAN has pure visual elegance."
Adrenaline Vault

This is DRAKAN Order of the Flame.™ A fantasy world replete with ever-present danger and the dark remnants of an ancient war. Bonded by an age-old alliance are Rynn, a quick-witted skillful warrior and Arokh, her powerful draconian steed. Together they embark on a treacherous journey to defeat a dark plot to destroy the world of Drakan.

Experience the thrill of flying through vast, breathtaking 3D worlds. Master 50 different hand-to-hand combat weapons, employ up to five magical items and rule the skies with five different dragon attacks. Multiplayer support for up to eight players lets you reign supreme over Internet or LAN.

www.drakan-game.com

FREE Internet play
MPLAYER.COM

PC CD ROM
Windows 95/98

RATING PENDING
RP

Surreal software

PSYGNOSIS

IT'S A BEAUTIFUL DAY
IN THE NEIGHBORHOOD...
EXCEPT FOR THREE DOMINATE SPECIES
TRYING TO ANNIHILATE EACH OTHER.

Playing as 3 unique species, Giants: Citizen Kabuto will take you to surreal worlds combining 3D arcade action, blow-your-mind graphics, a dash of strategy and a few dodgy laughs. All of which make a perfect canvas for sheer brute savagery in a single or multiplayer ass whuppin' experience.

So, shut all the doors, turn off the lights, and wheel Grandma into the garden –

Giants: Citizen Kabuto™
IS COMING!

ACTUAL GAME SCREEN

THE SPECIES-



KABUTO

A giant, ferocious beast, ten times the height of any opponent. He has no sensitive side–everyone who comes near him is an opponent, who'd look better dead.



MECCARYN

A high-tech and crafty race who rule the sky with ingenious military formations and awesom fire power.

©1999 Planet Moon Studios. All Rights Reserved. Planet Moon and the Planet Moon logo are trademarks of Planet Moon Studios. Giants, Giants: Citizen Kabuto, Interplay, the Interplay logo, and "By Gamers. For Gamers." are trademarks of Interplay Productions. All Rights Reserved.Exclusively licensed and distributed by Interplay Productions. All other copyrights and trademarks are the property of their respective owners.





SEA REAPERS

A species of lovely, ethereal females who can decimate enemies with the cast of a spell and still retain their vixen charm.

Interplay™
BY GAMERS. FOR GAMERS.™

www.interplay.com

Developed by
PLANET MOON STUDIOS

REQUIRED Windows 95/98/NT REQUIRED

RATING PENDING RP CONTENT RATED BY ESRB

REQUIRES 3D Acceleration

INTERPLAY PRODUCTIONS • 16815 VON KARMAN AVE. IRVINE, CA 92606 • 949-553-6655

Go to #135 @ www.computergaming.com/infolink

THEY WANT YOU DEAD.



Use the Heads-Up-Display and View Points Monitor to track the war around you.



You choose the target. Destroy entire buildings and rain rubble down on unsuspecting enemies!



Command your Lancemates to ward-off the enemy while Mobile Field Bases repair your 'Mech.



35 weapons and a new targeting system let you pick away at enemy 'Mechs.

© 1999 Hasbro Interactive, Inc. All Rights Reserved. MicroProse is a trademark of Hasbro or its affiliates. BattleTech Material © 1999 FASA Corporation. MechWarrior, BattleTech, BattleMech, and 'Mech are trademarks or registered trademarks of FASA Corporation and Microsoft Corporation. All Rights Reserved. Used under license. All other trademarks are the property of their respective holders.


WHAT DO YOU WANT?
MECHWARRIOR3
In the 31st Century, there is no mercy. Join the Inner Sphere's strike team as they prepare the annihilation of the deadly Smoke Jaguar Clan. You'll have over 20 missions, 18 fully customizable 'Mechs' to climb into, and enough weapons to flatten a mountain range. Not only is this the most immersive MechWarrior experience to date, but there's also an all-new target acquisition system, and more battle environments than ever before. But watch your back! This fight is for survival.
DOWNLOAD PLAYABLE DEMO
www.mechwarrior3.com
DO OR DIE!
In Stores Now!
FASA CORPORATION
Microsoft
ZIPPER INTERACTIVE
HASBRO Interactive
MICROPROSE
www.microprose.com

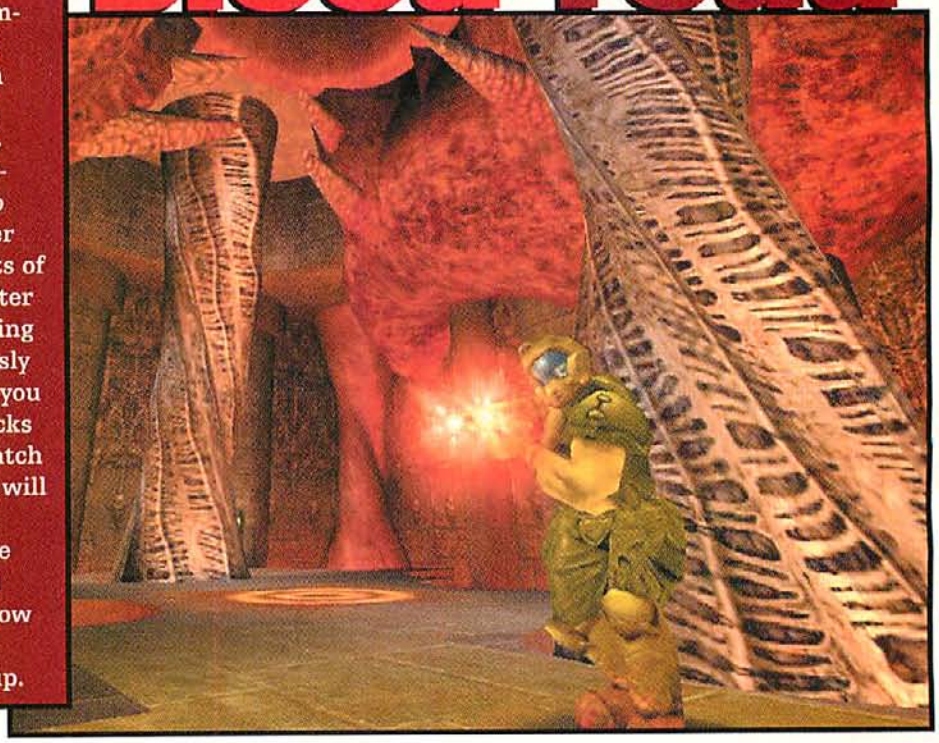
COMPUTER GAMING WORLD

JULY 1999 • ISSUE 180

76

Blood Feud

The push to bring multiplayer gaming to the masses is on, with QUAKE III: ARENA, TEAM FORTRESS 2, and UNREAL TOURNAMENT hoping to capture the trigger fingers and wallets of John Q. Gamer. After exclusive playtesting of these hellaciously hot titles, we tell you which shooter packs the most deathmatch punch and which will capture the team player flag, and we make our fearless prediction as to how this battle of the titans will wind up.



COVER STORY

90



Internet Audio for Gamers

Double your pleasure, double your fun: Assail your victims in realtime over the Internet with these cool new headsets. If you're looking to improve your gaming experience with voice support, our technical gurus will set you straight on which audio solution is best for you.

98

Speed Up Your PC for Free!



In a lull between big games? Take some time to tune up your system. From defragging your hard drive to adjusting your swap file and disk cache settings, there are several things Loyd Case recommends for getting more from your system.

58 PREVIEWS



Battlezone II

Battlezone II
The sequel to *CGW*'s Action Game of the Year leaves the solar system for more alien-busting, hovertank warfare. 58

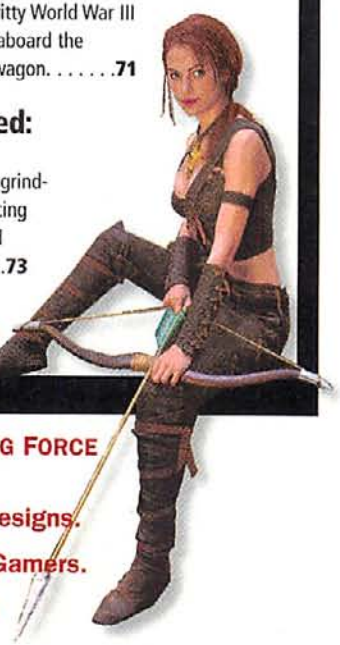
Drakan
Lara Croft may pack an Uzi, but DRAKAN's Rynn has an enormous, fire-breathing dragon between her legs. Will third-person action gaming ever be the same? 60

MiG Alley
Big fast jets fighting other big fast jets in Korea. Who could ask for more? 62

Desert Fighters
Hunt some Desert Fox in the latest WWII sim from the guys who brought you ACES OF THE PACIFIC. 66

Flash Point
Interactive Magic's gritty World War III combat game jumps aboard the action/strategy bandwagon. 71

Need for Speed: High Stakes
Fender-bending, gear-grinding, tire-shredding racing mayhem the way God intended it. 73



Drakan

44 READ.ME



- SCOOP! HALF-LIFE: OPPOSING FORCE revealed.
- I-Magic's WARBIRDS team resigns.
- Denny Atkin's Gadgets for Gamers.
- Interview with COMMAND & CONQUER's "Kane."

GAMER'S EDGE

Civilization: Call to Power
Whether you're a peacenik shooting for the stars or a warlord looking to grind your enemies under the heel of your boot, Terry Coleman and Johnny Wilson have the info you'll need to put your society on top.

168



Heroes of Might & Magic III
Elliott Chin shares the strategies on towns, heroes, and combat that have made him a beastmaster to be feared.

170



CG Tips
X-WING ALLIANCE, MADDEN 99, EVERQUEST, ARMY MEN 2, and more!

181



DEPARTMENTS

Johnny Wilson Violence, games, *CGW*, and ratings 21
Denny Atkin Are flight sims dead? 26
Letters Email missives and submissives 31
On the CG-ROM Demos, tools, and goodies on CD 41
Reviews Introduction 119
Top 100 Readers rate the top games 188
Greenspeak 50,000 years of gaming goodness 190

HARDWARE



Fusion Game Commander

Hardware News 97
- Micron laptop gets 3D support
- When tchotchkes go bad

Loyd Case
Speed Up Your PC.....98

Killer Rigs.....108

Voodoo^3.....111

AMD K6-III 114

Interact Force FX 116

ThrustMaster Fusion USB Gamepad ..116

Game Commander 116

REVIEWS

ACTION

Redline 123

Requiem: Avenging Angel ..127

ADVENTURE/RPG

EverQuest.....130

Lands of Lore III 133

SIMULATIONS/SPACE

X-Wing Alliance 134

Fighter Squadron 137

SPORTS/RACING



High Heat 2000

High Heat Baseball 2000 ..140

Triple Play 2000 141

STRATEGY/WARGAMES

Civilization: Call to Power..145

Heroes III 148

Jane's Fleet Command 152

Roller Coaster Tycoon.....159

Warzone 2100 162

Battleground: Chickamauga 162

Machines 165

Smolensk to Moscow.....165

Advancing the Front Lines...

BATTLE



Battlezone Critical Acclaim:

Action Game of the Year
CGW and PC Games

PC GAMES A LIST

"...a fantastic gaming experience."
CGW

CG RATED

93%
Editor's Choice Award
PC Gamer

PC GAMER EDITORS' CHOICE

Action Game of the Year Runner-Up

Strategy Game of the Year Runner-Up

Game of the Year Runner-Up
PC Gamer

PANDEMIC

Coming Soon To
SoftwareForPCs.com

Activision is a registered trademark of Activision, Inc. © 1998, 1999 Activision, Inc. Battlezone is a trademark of Atari Interactive Inc., a Hasbro company. All rights reserved. All other trademarks and trade names are the properties of their respective owners.

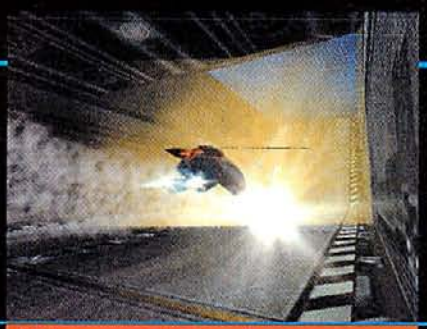
ACTIVISION®

ZONE II™





Advanced Action
Command an extensive range of vehicles in specialized missions including night, sniper, infiltration and paradrop combat, plus fast-paced out-of-tank warfare.



Advanced Strategy
Be prepared to alter your plan of attack as intelligent A.I. learns as it racks up kills. Risk it all in highly-evolved Instant Action and Instant Strategy modes.



Advanced Graphics
Coordinate full-scale attacks as morphing 3-D units, destructible terrain, and incredible explosion and weapon effects intensify the killer gameplay.

Sequel to the Highly Acclaimed Award Winning Baseball Game.

- **1998 Game of the Year**, from "Gamersvoice/Perfect Game" Web site
- **1998 Baseball Game of the Year**, WarZone.Com
- **1998 Best AI in a Sports game**, WarZone.Com
- **1998 Best Hands-On Gameplay in a Sports Game**, WarZone.Com
- **1998 Top 10 Sports Games**, Sports Gaming Network (only baseball game in Top 10)
- **1998 Top 10 Sports Games**, PC Sports Games

"Top-notch arcade play; the best baseball game AI." - *PC Gamer*

- **TruPlay™ AI** guarantees true-to-life base running, fielding, and managing
- Motion-captured **polygonal players** in a 3D environment ensures authentic Major League™ gameplay
- **Broadcast-style** camera angles and VCR features allow you to replay the action from any angle*

"...all the intricacies of a real game, from line drives to the suicide squeeze and the double switch." - *Family PC*

- **Blazing fast** gameplay and all the action of a highlight reel
- **Pro-style** interface that brings you into the game
- Head-to-Head **Multi-player** action via LAN, modem, or Internet*

"This game feels like baseball...great gameplay, and super AI. No other game does these things." - *PC Sports Games*

- **New Major League Baseball®** team rosters, 1999 MLBPA player rosters and 1998 season stats
- **Career Mode** includes a realistic aging curve, player retirement, and new rookie prospects*
- Make blockbuster deals with **Multi-player trades** and **Manage-only mode** to control key aspects of gameplay*

*PC version only









"This is the best baseball game, satisfaction guaranteed."*

- Trip Hawkins, President, 3DO



EVERYONE E CONTENT RATED BY ESRB · PC CD-ROM · AMD K6 3DNow! · PLAYERS CHOICE · MAJOR LEAGUE BASEBALL · Environmental Audio by CREATIVE · PlayStation®







"...the single most realistic and exciting baseball game on the market."

-Sports Gaming Network







HIGH HEAT Baseball™ 2000

www.majorleaguebaseball.com

© 1999 The 3DO Company. All Rights Reserved. High Heat Baseball, TruPlay, 3DO and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. ©MLBPA Official Licensee - Major League Baseball Players Association. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. 3Dfx Interactive, Inc. is © 1998. The 3Dfx Interactive logo is a registered trademark of 3Dfx Interactive, Inc. in the USA and other countries. All rights reserved. AMD, the AMD logo, K6, 3DNow! and combinations thereof, are trademarks of Advanced Micro Devices, Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks belong to their respective owners. ★ For more details, visit www.highheat.com

3DO™

www.highheat.com

GET READY TO COMMAND THE FUTURE!

EXCITING NEW STRATEGIES AND UNITS

Jump Jet Infantry, Hover Tanks, Tunneling APC's, Hunter Seekers, Laser Fences, Mechanized Battle Units, Firestorm Defense and many more!

FIGHT ON DYNAMIC BATTLEFIELDS

Where nature itself provides tactical opportunities – destroyable and deformable terrain, forest fires, treacherous ice fields, flying shrapnel, shock waves and crashing debris!

NEW INTERNET TECHNOLOGY AND MULTIPLAYER SUPPORT

Play for free* on the definitive Internet battleground – Westwood Online, where connectivity is now blended into the game so online action is just a few clicks away!



© 1999 Electronic Arts. Westwood Studios is a trademark or registered trademark of Electronic Arts in the U.S. and/or other countries. All rights reserved. Westwood Studios is an Electronic Arts™ company. *Internet access required

THE STUNNING SEQUEL TO THE

COMMAND & CONQUER TIBERIAN SUN

"THE CHAMPION IS BACK."

Computer Gaming World







COMING SUMMER '99

Westwood STUDIOS

www.westwood.com

ORIGINAL COMMAND & CONQUER

the heat is on...









PC CD

PUBLISHED BY VIDEOSYSTEM

DISTRIBUTED BY EIDOS INTERACTIVE

DEVELOPED BY Larkhor

© 1998, 1999 Video System/Eidos Interactive Limited. All trademarks are the property of their respective owners. An official product of the FIA Formula One World Championship. Licensed by Formula One Administration Limited.



Key features

- Includes all 22 cars, 16 circuits and official data from the 1998 Formula One World Championship Season.
- Fantastic graphics and speed. Plus 3D card and Force Feedback support.
- Accurate simulation and fun-to-play arcade modes.
- 20+ camera angles and ability to create your own new camera positions.
- Multiplayer support for up to 12 players.
- Informative helicopter fly-over of each circuit.

OFFICIAL FORMULA 1 RACING

Survival of the fastest. Out Now.

FIA FORMULA 1 WORLD CHAMPIONSHIP

www.eidos.com

Go to #153 @ www.computergaming.com/infolink

BLOW THE BRIDGE... OR BLOW THE MISSION!











The German supply train approaches. You've secured the charges... Your team is ready, concealed amongst the trees on the other side of the river. Perfect... But only if you detonate the charges at the right second... A few moments hesitation and your team will be torn to pieces by the heavy machineguns on the guard wagon!

*Up to 40 different characters to choose from * Motion Captured 3D Characters*
*First & Third person perspective * Unique and simple control of up to four soldiers*
State of the art "Insanity" engine produces unrivalled terrain & full 3D accellerator support
Over 20 missions across the graphically varied terrain of Norway, Germany, & Italy

HIDDEN & DANGEROUS™

S. A. S.





Execute missions at night in the fog and rain!

TALONSOFT

ILLUSION

In Stores August '99!

Go to #242 @ www.computergaming.com/infolink

Copyright © 1999 Talonsoft Inc. is a subsidiary of Take2 Interactive. All rights reserved. For more information contact us at WWW.Talonsoft.com

JOHNNY WILSON

Violence and Gaming

Is Our Hobby Prone to Self-Inflicted Wounds?

I've always believed that there is a healthy, cathartic side to violent games. I've always hoped that they would stave off violence in real life rather than contribute to it. I still believe that, in general, they help rather than hurt. But I have to admit feeling a little shaken by the horrors of late April.

I've been feeling grief for both the victims and the survivors at Columbine High School, that listlessness and numbness that keeps you from being able to concentrate as you should. The grief was exacerbated when I received my subscriber copy of *Computer Gaming World*. I had forgotten that we had shown Max Payne firing down a corridor. It was a subway corridor, and Max is an undercover DEA agent firing at perpetrators, as opposed to innocent students, but the scene looked shockingly familiar. As the subscribers began to receive their copies, many began to suspect that we had cynically created the cover to gain notoriety or shock value from the horrors that the people in Colorado had experienced. Several subscribers admitted being fans of first-person shooters, but felt shocked and disturbed by the image.

If the cover made you feel uncomfortable because it seemed related to the shooting, I apologize. It was simply a bizarre coincidence. We would never have designed a cover based on such a tragedy. These covers were printed and in the mail prior to the shooting in Colorado. Of course, that isn't the real issue.

The real issue is why a national publication would depict a violent act on the cover when, as the analysts have suggested in the wake of the tragedy, computer and video games may be a large part of the problem. The simple answer is that we don't believe that computer and video games are a large part of the problem. We believe that there is a positive, cathartic effect in simulated violence. Violence in computer games is not intended to encourage the slaughter of unarmed innocents. Computer games are a temporary escape from real life, not tutorials for a tragic end to life. We in no way condone the actions of disturbed minds unable to make such a distinction.

Violence is used in story-telling media to reflect those dangerous, heroic situations where someone we care about manages to restore order out of chaos, redress wrong, and give us a sense of hope. In film, books, comics, and music, violence is used as graphic hyperbole to raise the stakes and make us pay attention. Violence tends to work in media because it is something we don't all experience, something far enough out of the ordinary that we can suspend our disbelief.

This does not mean that we whitewash the fact that violent media is a "part" of the problem. Along with thousands of other causes (parental abdication of responsibility, easy access to weapons, social stigma, lack of unifying moral frameworks, high student-teacher ratio, lack of school security, and so on), violent media *can* play a role in such tragedies.

Merely because some of us can suspend our disbelief and recognize the unreal nature of computer game violence doesn't mean that everyone is capable of making that distinction between reality and imagination. Young minds and disturbed minds are sometimes not capable of filtering the exaggeration from the reality. For this reason, *Computer Gaming World* has advocated content labeling (clear, specific, and highly visible on the front of the box) for all games since 1990. We recognize the responsibility of publishers and creators to inform their customers about the contents of their products. We believe this protects freedom of speech and expression in the long run. It also gives parents a chance to monitor what their impressionable children are playing, but does not guarantee that they will do so.



> In film, books, comics, and music, **violence is used** as graphic hyperbole to raise the stakes and make us **pay attention**.

Some readers will rightly point out that the games are rated. Yet, I believe that the current ratings are inadequate. Age-related terms like "Teen" and "Mature" do not inform consumers about what is in the box that makes these games for older kids or adults. Descriptions on the back of the box do little to describe the extent of the violence or adult language. Even with the RSAC rating system's thermometer representing the degrees of violence and language, the descriptions are often printed in miniscule type. Parents need to be able to tell at a glance what is in the products.

Let's change the ratings systems. It's time for everyone in our industry to come together and agree on *one* universal set of icons and descriptions. Let's help people make informed decisions, and let's take responsibility as an industry rather than having lawmakers and reactive citizens impose restrictions on us.

I'll be waiting with great curiosity, and not a little consternation, as events unfold. CGW

Weak Ratings

The games industry needs to improve the way we rate games. The RSAC system, below, is a better approach because it describes the content in the game—but it's used in less than 5 percent of new games. Most games are rated by the ESRB (Entertainment Software Ratings Board), which doesn't offer any content description on the front of the box. Computer games ratings need to give consumers more information at a glance.

We propose a three-tiered system, perhaps color-coded in green, yellow, and red, which identifies games for a **G**eneral audience, **P**arental **G**uidance, or **R**estricted. Unfortunately, the Motion Picture Association of America won't allow the games industry to use G, PG, and R ratings, so we'll have to use new letters that identify the three categories.

Some may suggest that this system is like the ESRB system (below), but it is not. The ESRB system uses an M for "Mature," which puts a positive spin on content that should be considered "Restricted." Ratings should not imply that the more extreme games are more "grown-up" and "sophisticated" than games designed for everyone.



FIND THE TRUTH.

In the remote French village of Rennes-le-Château centuries of questions culminate in one frightening moment in time.

NOW.

MARCH 12, 1295. CAMPAGNE-SUR-AUDE
The Knights Templar build a lookout post at the summit of Bezu. For years, these elite soldiers of God stand guard over an unknown treasure.

JUNE 20, 1972. POUSSIN'S TOME
An actual tomb—identical to the one in Poussin's 1641 Les Bergers d'Arcadie—is discovered near Arques. The crypt is said to have held the mysteries of God.



TODAY. RENNES-LE-CHÂTEAU
Gabriel and Grace follow a stolen child to this small French village. The riddles and mysteries they will encounter guard the most tightly held secret of all time.

Blood of the Sacred

GABRIEL KNIGHT 3™

Blood of the Damned

A 3D MYSTERY ADVENTURE

SIERRA™ STUDIOS

www.sierrastudios.com

Go to #269 @ www.computergaming.com/infolink

© 1999 Sierra On-Line, Inc. All Rights Reserved. Sierra, Sierra Studios, Gabriel Knight, and Blood of the Sacred, Blood of the Damned, are trademarks of Sierra On-Line, In

RISK YOUR SOUL.

AUGUST 2, 1940. PAS DU LOUP
Adolf Hitler dispatches a small division of soldiers and archaeologists to search for a "treasure of immense wealth" said to be hidden within the valley. The project is soon abandoned.

MARCH 17, 1244. MONTSEGUR
A mysterious treasure is smuggled out of the Cathar fortress of Montsegur. Two days later the remaining "heretics" are slaughtered by the crusaders of Pope Innocent III.

JUNE 1, 1885. ST. MARY MAGDALENE'S
The ancient village receives a new parish priest, Bérenger Saunière. While renovating the abbey, he makes an unsettling discovery in a hollow column. Soon after, Saunière has wealth enough to refurbish the entire village.

JANUARY 22, 1922. VILLA BETHANIA
After hearing his final confession, a neighboring priest rushes from Saunière's deathbed, refusing to administer last rites. Never sharing what transpired, he was said to have lived the rest of his life in torment.



Solve a true, historical mystery within a surreal, captivating story line.



Control your point of view using unlimited camera movement.



Navigate stunning, real-time rendered 3D environments.

TO SAVE THE WORLD, SOMETIMES AN ANGEL NEEDS



MESSIAH IS COMING.



BOB IS A WORKING-CLASS ANGEL WHO GETS ASKED BY THE BIG MAN TO "BRINGETH HIMSELF TO MOP UP SOME CRAP GOING DOWN ON EARTH." HE'S GIVEN THE POWER OF POSSESSION AND USES SINNERS TO SLAY SINNERS. HE CAN ENTER OVER 50 CHARACTERS AND EXPLOIT THEM TO MUTILATE, SNEAK, IMPALE, CHARM AND CREATIVELY DECIMATE OTHER SCUM BUT IT TAKES STRATEGY TO DECIDE WHICH CHARACTERS TO POSSESS...



WWW.MESSIAH.COM





FOR THE SAKE OF GOOD, YOU GET TO BECOME
THE SCUM OF THE EARTH,
WITH 60 SIN-FILLED CHOICES.

COPS, DWELLERS, BEHEMOTHS, PRIESTS, BOUNCERS, WAITRESSES, PROSTITUTES, SUB-GIRLS, BONDAGE DANCERS, GIGOLOS, DEMONS, CHOTS, HIGH PRIESTS, WELDERS, NUCLEAR WORKERS, MEDICS, TECHNOCRATS, BARTENDERS, GUN COMMANDERS, DWARFS, PIMPS, LICKERS, RIOT COPS, MONSTERS AND ANIMALS

THE POWER OF A DEVIL.



◆Technology

RT-DAT technology creates the most detailed characters your machine can handle. Models are created with over 100,000 polygons and scaled in real time to suit your machine.

Advanced Neural Net AI pushes the limits of character intelligence. Squad mentality and group dynamics are constantly changing, creating unlimited replayability.

14 huge worlds feature portal technology, specular real-time volumetric lighting, streaming video and audio and morphing environments!

Support for all major 3D accelerators (though not required) as well As 3D sound support.

Pinpoint firing accuracy and realistic damage. Enemies can be impaled against walls, decapitated or simply wounded.

◆Characters

As Bob you can possess and control any of over 50 characters in the game. From prostitutes to hulking behemoths, the characters you possess determine your strategy.

Use a cop to blow away your enemies, grab the scientist to sneak into the labs or use a hooker to lure the guards away from their posts.

All characters have real skin covering their bones resulting in skin that jiggles and stretches in all the right places.

Blended motion capture data with hand animation make everyone in Messiah look and move realistically.

◆Weapons

With over 20 different weapons at your disposal – as well as your enemies - this mini-apocalypse is sure to get messy. Rocket propelled harpoons, needle guns, rocket launchers, flame throwers, grenades and mines are just some of what you'll find in your arsenal!

Weapons do real, permanent damage to the environments and dead bodies stay where they fall. None of that 'fade to nothingness' crap.



MESSIAH™

Shiny ENTERTAINMENT

RATING PENDING RP

CONTENT RATED BY ESRB

INTENDED FOR MATURE AUDIENCES ONLY

Messiah ©1999 Shiny Entertainment, Inc. All rights reserved. Messiah is a trademark of Interplay Productions. All rights reserved. All other trademarks and copyrights are property of their respective owners.

DENNY ATKIN

Sims Are Dead

But Worry Not, Fearless Readers—It's Just a Product Cycle

You have a great idea for a flight sim, one set to be the most realistic and entertaining air combat experience in years. You've scripted an adventure game with twists that bring readers in as deep as a Stephen King novel, and dialogue rivaling that of John Irving. They're efforts that would get great reviews and make the most jaded gamers happy. The only problem is, you'll never get the funding to make them. The big publishers aren't interested.

At least, that's what discussions with numerous developers at the 1999 Game Developers Conference indicate. Game publishing has turned into a buyer's market, thanks to all the consolidation in the entertainment software market. There are so few companies with the resources to get a product onto today's crowded store shelves that they can dictate strict terms and tight budgets to today's game developers. They want to fund only the games that promise huge returns, or that can be developed on a shoestring and shoveled at the Wal-Mart crowd.



> It's hard to do the **flight-sim** equivalent of an **indie** film when they require *Independence Day* **budgets.**

Big Budgets

The "big hit" mindset is why flight sims and adventure games are in danger. With rare exceptions, a successful sim sells about 150,000 copies. That's enough to make a nice little profit, but it's a drop in the bucket when compared to the sales of a game like UNREAL, STARCRAFT, or NBA LIVE 99. So when it comes time to fund the next round of projects, the bean counters approve the shooters, real-time strategy, and sports games over the sims and adventures. After all, their job is to make as much money for the company as possible.

Fine, you say, let the big guys do sports and and mass-carnage games. Surely some smaller companies will fill the sim niche, right? Look at wargames. Once a genre supported by the major players, it's now backed by smaller companies such as TalonSoft; the developers aren't driving Ferraris, but they pay the bills while doing something they love.

The problem is that sims and adventure games are among the most expensive games to produce—far more so than the typical wargame. Add the cost of getting a product to store shelves, and you have genres that not many startups can afford to risk supporting.

Good Times, Bad Times

A shift away from sims and adventure games is already evident. EA's Jane's line will be down from three teams to a single internal development group after A-10 WARTHOG ships. Dynamix has shoved the ambitious ACES OF THE PACIFIC 2 in the closet and cancelled X-FIGHTERS, choosing instead to do the more incremental DESERT FIGHTERS title. Activision, bitten by FIGHTER SQUADRON hitting a market already saturated with WWII sims, isn't likely to revisit the genre. And if you heard buzz on the Internet about a huge company developing a hot new sim using a breakaway team from SU-27 FLANKER, stop anticipating. That project has been cancelled.

Is it time to get depressed and start honing your 3D shooter skills? Nope. The industry has always been cyclical. Every company is sure *its* shooter or sports title will be the next half-million seller. But for every HALF-LIFE, there are a dozen TRESPASSERs. And as the "mainstreaming" trend widens, the potential for failure of these genres will increase, as the shelves fill with "me too" products.

You won't see many flight sims or adventure games in the year 2000. But once dozens of other kinds of products fail, companies will look for new ways to get back on top. They'll dig out some sim designs and adventure stories and we'll be back in business. In the meantime, there'll be plenty of HALF-LIFE and ALPHA CENTAURI knockoffs to play.

You can help. Write the companies (on paper, not via email) and tell them what kinds of games you want. Get your friends to do the same. A few thousand requests for a good Pacific air war sim *will* get noticed. CGW

Denny really wrote this column to get everyone in a sour mood so they'd stop laughing at Jeff Green's inane ramblings. Chide him at denny_atkin@zd.com.

COMPUTER GAMING WORLD

PUBLISHER

Lee Uniacke

EDITORIAL EWOKS

Editorial Director Johnny Wilson
Editor-in-Chief George Jones

Editor Ken Brown
Features Editor Denny Atkin (Simulations)
Technical Director and Lead Saxophonist Dave Salvator
Senior Editors Terry Coleman (Previews, Wargames, Gamer's Edge), Jeff Green (Adventure/RPG, Sports, Read.Me; Chief Kvetch Officer)
Associate Editor Robert Coffey (Action, Strategy)
CG-ROM Editor Jack Rodrigues
Assistant Editors Jesse Hiatt (CG-ROM), Thierry Nguyen (Previews)
Editorial Assistant Tom Price
Contributing Editors Charles Ardai (Interactive Fiction), Loyd Case (Hardware)
Founder Russell Sipe

DESIGN JEDI

Art Director Steven Wanczyk

PRODUCTION WOOKIES

Production Director Carlos Lugo
Production Manager Martin Walthall

Electronic Prepress Group

Manager Michele Kellogg
Assistant Manager Tamara Gargus
Technician Roger Drake

HOW TO CONTACT THE EDITORS

Address questions and feedback to:
CGW Editorial, 135 Main St., 14th Floor, San Francisco, CA 94105.
Or you may contact us via:
CGWletters@zd.com
Phone: (415) 357-4900
Editorial Fax: (415) 357-4977
Web site: **www.computergaming.com**

ADVERTISING SALES

Associate Publisher Suzanne Reider (415) 357-4915
East Coast Sales Manager Laura Pitaniello (212) 503-4851
East Coast Sales Assistant Jennifer Lopes (212) 503-3926
Southwest Sales Manager Pat Walsh (949) 851-2556
Southwest Sales Assistant Sandy Marciniak (949) 852-5914
San Francisco/Midwest Sales Manager Marci Yamaguchi (415) 357-4944
Silicon Valley/Northwest Sales Manager Dru Montgomery (415) 357-4925
Senior Marketing Manager Sat Sharma (415) 357-4935
National Account Rep Joann Casey (415) 357-4920
Advertising Coordinator Leslie Ventimiglia (415) 357-4930
Executive Assistant Linda Fan (415) 357-5425
Account Representative Tallie Fishburne (415) 357-5226

HOW TO CONTACT ADVERTISING SALES

Address inquiries to *CGW* Advertising, 135 Main St., 14th Floor, San Francisco, CA 94105; or call (415) 357-5398, fax (415) 357-4999.

THE DARK SIDE

Vice President Dale Strang
Director of Business Cathy Bendoff

SUBSCRIPTION SERVICES

For subscription service questions, address changes or ordering information, call (303) 665-8930 within the U.S. and Canada or write cgw@neodata.com. All other countries call (303) 604-7445 or write to Computer Gaming World, P.O. Box 57167, Boulder, CO 80322-7167. The one year (12 issue) subscription rate is $27.94 in the U.S., and $43.94 outside the U.S.; the rate for one year (12 issue) subscriptions with the monthly CD-ROM is $42.94 in the U.S., and $58.94 outside the U.S. Checks must be made payable in U.S. currency only to Computer Gaming World.

BACK ISSUES (SUBJECT TO AVAILABILITY)

Back issues can be purchased for $8 in the U.S. and $10 outside the U.S. (CD-ROM version not available). Prepayment is necessary. Checks must be made payable in U.S. currency only to Computer Gaming World. Mail your request to Back Issues, ZD, Inc., P.O. Box 53131, Boulder, CO 80322-3131.

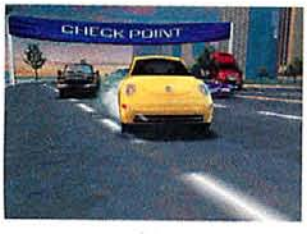
MAILING LISTS

We periodically make lists of our customers available to mailers of goods and services that may interest you. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label.



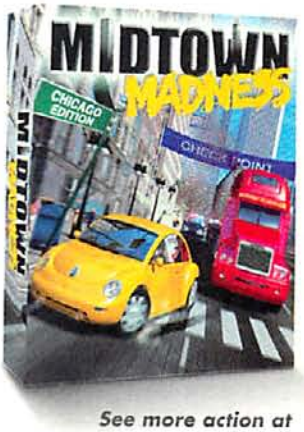
0-60 (off a skyscraper)? Yes.

Racers, start your mayhem. Grab hold of one of 10 wild vehicles and race through the windy streets of Chicago, where you'll have to deal with tough opponents, alleyways, drawbridges, newspaper racks, tunnels, and the police. Throw in five race modes and over 50 city landmarks, and there are plenty of sights to see. Just don't drive like a tourist.









See more action at
www.microsoft.com/games/midtown

EVERYONE E CONTENT RATED BY ESRB

msn Gaming ZONE
PLAY IT FREE ON ZONE.COM

angel Studios

©1999 Microsoft Corporation. All rights reserved. Microsoft is a registered trademark of Microsoft Corporation. Volkswagen, the Volkswagen logo, and Beetle are copyright ©1999 Volkswagen of America, Inc. Trademarks, design patents and copyrights are used with the approval of the owner.

Microsoft

THE EARTH IS MOVING AT 66,705 MPH.
FOR SOME, THAT'S JUST NOT FAST ENOUGH.



"A very true-to-life physics model and all of the elements you would find in an AMA event."
- PC Gamer

"A total focus on realism... race fans had better keep their eyes on this."
- Next Generation Online



"Aims to take the superbike racing scene to a new level."
- Games.net

High-performance Racing Simulation

State-Of-The-Art
Realistic Physics Model

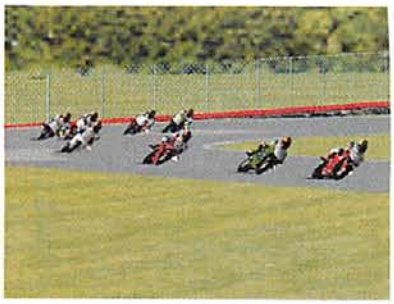
Exclusively Licensed by the
American Motorcyclist Association

Officially Licensed AMA Tracks

Officially Licensed
Superbike Manufacturers

Worldwide Multiplayer Internet
Racing via Motorsims Racing Network™

Race Against up to 30
Computer-Generated Riders
with Stand-Alone PC Play







AMA
AMERICAN MOTORCYCLIST ASSOCIATION

SUPERBIKE

Take your adrenal glands headlong into the white-knuckle world of competitive racing. Get personal with the asphalt at over 160 mph. Experience a day of AMA Superbike racing down to the smallest detail. The physics are real. The chassis tuning and engine setup are real. The feedback from your bike is real. The skills you need to win are real.

This is AMA Superbike. This is as real as it gets.

MOTORSIMS
WWW.MOTORSIMS.COM

Go to #188 @ www.computergaming.com/infolink

FORGOTTEN REALMS

Baldur's Gate™

Tales of the Sword Coast™

Legends of treasures lost and monsters to be defeated abound in the region. Almost all have at least some basis in truth. Are you up to the task? Will you return with even more fame than you accumulated in your previous travels? Or will you journey off; never to be heard from again-the source of your *own* legend, in turn...?



Continue your adventures with the character you created in the original game.



Join up with new friends or meet old enemies.



More powerful spells, talkative NPCs, and additional enchanted items to be found.



Multiplayer support - up to 6 players via modem, LAN, or Internet.

Advanced Dungeons & Dragons® BIOWARE® CORP 95/98 www.interplay.com/bgtales TEEN T ESRB Interplay BY GAMERS. FOR GAMERS.™ BLACK ISLE STUDIOS™

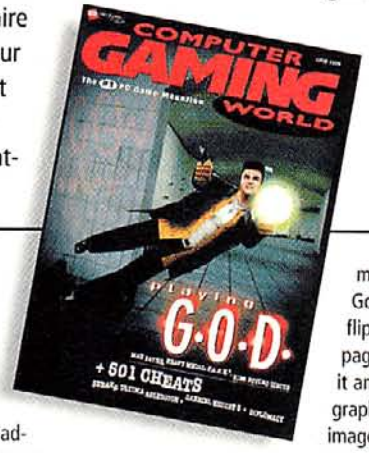
Includes ROGER WILCO™ voice communication software to chat while playing

BALDUR'S GATE Tales of the Sword Coast: ©1999 BioWare Corp. All Rights Reserved. BioWare Infinity Engine ©1998 BioWare Corp. All Rights Reserved. Baldur's Gate, Baldur's Gate Tales of the Sword Coast, Forgotten Realms, the Forgotten Realms logo, Advanced Dungeons & Dragons, the AD&D logo, TSR and the TSR logo are trademarks of TSR, Inc., a subsidiary of Wizards of the Coast, Inc., and are used by Interplay under license. Black Isle Studios and the Black Isle Studios logo, Interplay, the Interplay logo, and "By Gamers. For Gamers." are trademarks of Interplay Productions. BioWare, the BioWare logo, and The BioWare Infinity Engine are trademarks of BioWare Corp. Exclusively licensed and distributed by Interplay Productions. All other trademarks and copyrights are property of their respective owners.

EMAIL US AT CGWLETTERS@ZD.COM

Computer Gaming and Real Violence

The June cover is a very unfortunate coincidence. With the Littleton, Colorado, tragedy very fresh in all of our minds, the image of a ruthless gunman in a black coat in what appears to be a public hallway can only serve to be an unpleasant and painful reminder to many, including myself. The caption, "Playing G.O.D.," only makes it harder to look at. I know what G.O.D. means and you know what it means (Gathering of Developers), but non-game players probably will not, nor will they care. I respect and admire your editorial staff, and enjoy your publication very much. I feel that you show respect for your audience, and demonstrate consistently good editorial judgment.



While I know that magazine preparation times are long, and this issue went to press many weeks, if not months, before the events of last week, it may be time for the gaming industry as a whole to look pretty hard in the mirror of public opinion and, at the very least, leave these types of images to the inside of products (be they magazines or box art; many of the ads, over which you have no control, are as unpleasant). In no way do I condemn you, other magazines, game developers and publishers, or the gaming public. The games did not cause this tragedy, any more than the guns killed those people. Twisted minds did. If the gaming industry wants to avoid increased scrutiny, regulation, and censorship, however, a little self-restraint may be in order. The time, in my opinion, is now.

Brian Fitzpatrick
Via the Internet

In the wake of the Littleton, Colorado, tragedy that claimed the lives of 15 people, including the two gunmen, it is eerie that your magazine's cover depicts the upcoming game from G.O.D. with a young-looking character firing off rounds towards the reader. Now I know that neither your magazine nor the G.O.D. developers could've possibly foreseen the tragedy at Littleton, but what I would like to make a point about is the renewed attack on our hobby by those who think the games we play push kids to violence. It is no secret that some of these games are brutal, with shooting, blood, and gore as the order of the day. I am 31 years old, and I admit to being a first-person-shooter addict, but somewhere along the line in my upbringing, my parents taught me the difference between right and wrong. I fear that this is sorely lacking in today's society. We play these games as a matter of escape from reality, to perhaps relieve stress or take on the persona of someone we know we'll never end up being. As parents, friends, and peers, we must continue to remind our children and each other that these, after all, are just games....and not blueprints to test the boundaries of reality.

Rick Perry
Via the Internet

I have been reading your magazine for several years now, and it is with a very heavy heart that I ask you to cancel my subscription. The latest issue of your magazine offended me and my family greatly. My seven-year-old son asked me: "What does this mean... 'Playing G.O.D.'?... Why are you reading a magazine that makes fun of God?" Also, when I flipped through the pages of this issue, it amazed me how graphic the violent images have gotten. I wonder if the boys in Colorado read your magazine and played the horrible games that the computer industry is now publishing. It amazed me when one of your reviewers a couple of issues back said that he was giving a game a lower rating because it was not graphic enough in its portrayal of violence (not enough giblet factor I believe was the way he put it). A few pages into your latest issue, an ad read... "Why not kill your friends for $50,000? You can always buy new ones." It is this type of insensitivity that will lead many kids to copy the acts of the ones in Colorado. I hope that someone in your industry will help do something to address the violence issue before more kids suffer the same fate as those in Littleton.

John Dyer
Via the Internet

We received many letters about our June cover in light of the tragedy in Colorado. Needless to say, we were shocked and horrified, like the rest of the world, by those events, and sincerely apologize to anyone who perceived a resemblance between our cover and that tragedy. For what it's worth, readers should know that the image depicts a federal agent, firing a gun in a New York City subway. The cover was created and sent to our printer weeks before the events in Littleton, and it was mailed to subscribers on April 19—one day before the shooting. Despite that, we apologize to anyone who was offended by the image. Please see Johnny Wilson's editorial this month for more on the issue of violence in computer gaming.

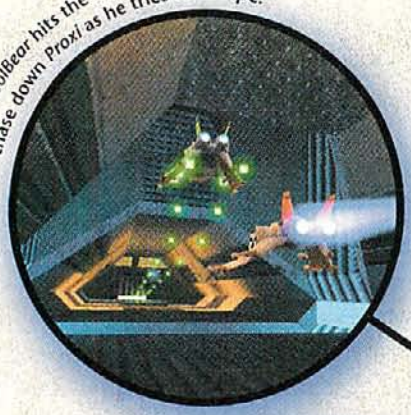
HEROES III Missing Page Debacle

I just got the June issue of *CGW*. After digesting the latest from Loyd Case, I headed for the Strategy/Wargames review section and found a page missing. The HEROES OF MIGHT & MAGIC III review starts on page 170, according to the index, but page 170 has an ad for GameSpot on it. . . . It would be fair to say that this *is* a collector's edition of your magazine.

Gregory Wells
Via the Internet



Yes! It was the special Collector's Edition, worth lots and lots of money! Tell your friends. Actually, this was a mistake made by the people who print our magazine. You can imagine how thrilled we were. In any event, the full review appears in this issue. We apologize for the inconvenience, and we can assure you that kind this mistake of happen again never will.



KoolBear hits the afterburner to chase down Proxi as he tries to escape.

Multiplayer Tip #1

Don't deplete your afterburners cruising around. You'll need them when someone locks on a homer, or when you're trying to catch that guy in front of you. Keep it at 50% or more for that burst when you REALLY need it.



With his Gunboys positioned and ready to attack, Solr Flare lures Maestro into his deadly trap.



Big Red receives a warm welcome to the world of D3 anarchy



While Specimen burns, Bama switches to Vauss to finish him off. Napalm, the gift that keeps on giving.



A favorite camper-hunting spot, Sick One catches one off-guard with a homer.

ACTUAL AUTOMAP – POLARIS

Multiplayer Tip #2

Use napalm to herd players into traps. Players have a tendency to back off from napalm bursts (with good reason). Herd them into a wall or corner and launch a frag missile into the wall next to them. The result is quick death for your opponent.

PRESENTED BY

3dfx

Gateway

software etc

Babbage's

ADDITIONAL PRIZE SPONSORS INCLUDE:

AUREAL

SIDEWINDER Game Controllers

ORGANIZED BY

Interplay BY GAMERS. FOR GAMERS.™

Case's Ladder

THE LARGEST DESCENT™ 3 TOURNAMENT AND LAN FEST IN GAMING HISTORY...



YOU ARE INVITED!

Caesars Palace™. Las Vegas, Nevada.
Over $100,000 in cash and prizes.

DESCENT 3

Who: ALL GAMERS WELCOME!

What: $50,000 CHAMPIONSHIP AND LAN FEST.

Where: CAESARS PALACE™. LAS VEGAS, NEVADA.

When: SUMMER 1999

How: PRE-REGISTER NOW AT:

WWW.INTERPLAY.COM/DESCENT3/FTOUR.HTML

(The first 500 people to sign-in at the championship that have pre-registered on-line, will receive a free gift.)

Hosts:

Interplay™ BY GAMERS. FOR GAMERS.™

Case's Ladder

On July 29, 1999 gamers from around the world will converge at Caesars Palace™ to sweat it out for $50,000 cash (the largest tournament cash prize in gaming history). Intimidated by the competition? Join the LAN Fest where you will meet the developers of the game and witness the largest Descent™ 3 party ever. Mark your spot in history. Register now!

©1999 Outrage Entertainment, Inc. All Rights Reserved. Outrage, and the Outrage logo are trademarks of Outrage Entertainment, Inc. Descent, Interplay, the Interplay logo, Tantrum, the Tantrum logo and "By Gamers. For Gamers." are trademarks of Interplay Productions. CAESARS PALACE is a trademark of Caesars World, Inc. and used under license from Caesars World Merchandising, Inc. All Rights Reserved. All other copyrights and trademarks are the property of their respective owners.

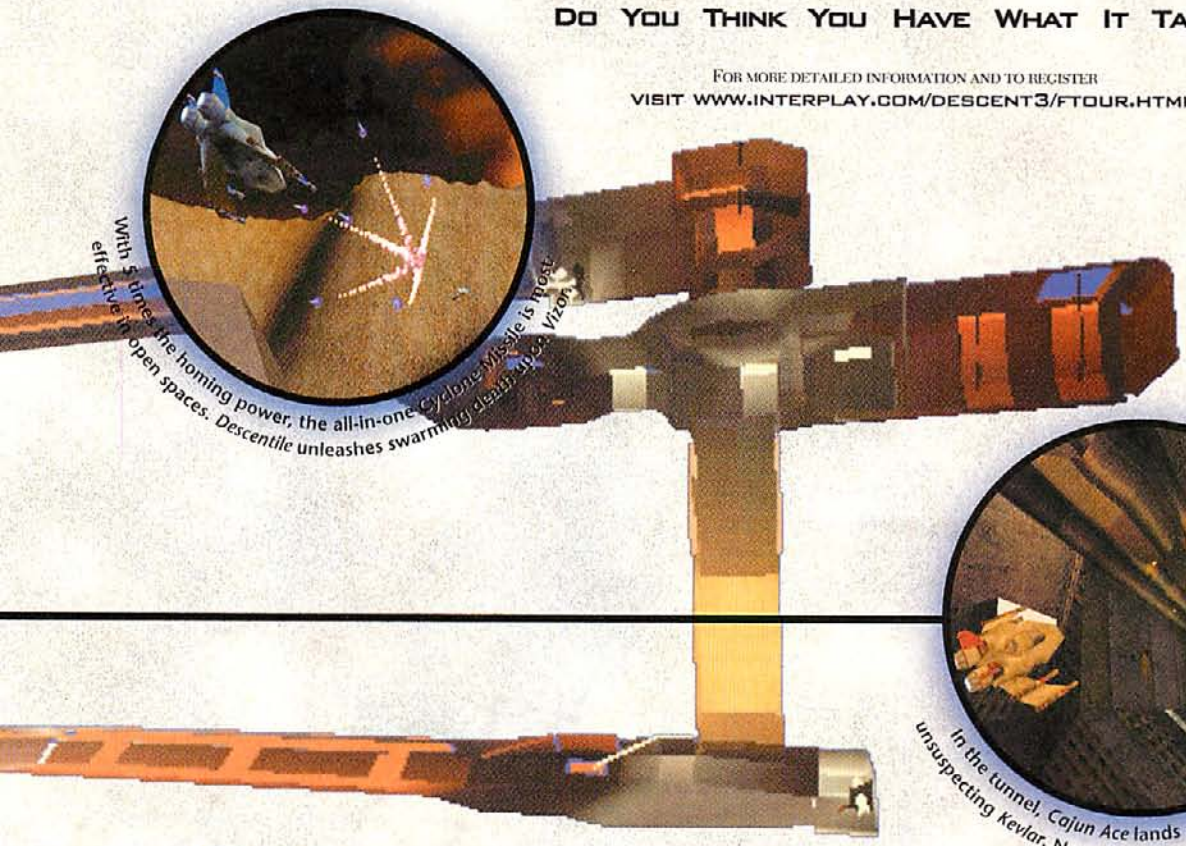
DESCENT 3™

$50,000 CHAMPIONSHIP

BACK IN 1995, DESCENT SET THE STANDARD FOR MULTIPLAYER GAMING. IT WAS THE FIRST GAME OF IT'S KIND TO ALLOW MORE THAN 4 PLAYERS TO BATTLE ONLINE IN 360° 3D DEATHMATCHES. CONTINUING THE TRADITION, DESCENT 3'S MULTIPLAYER ACTION TAKES THE EXPERIENCE TO A NEW LEVEL. FOR THE LAUNCH OF DESCENT 3, WE ARE LOOKING FOR THE WORLD'S BEST DESCENT PILOT. WITH A GRAND PRIZE OF $50,000 CASH AND THE ULTIMATE GAMING PC FROM GATEWAY™...

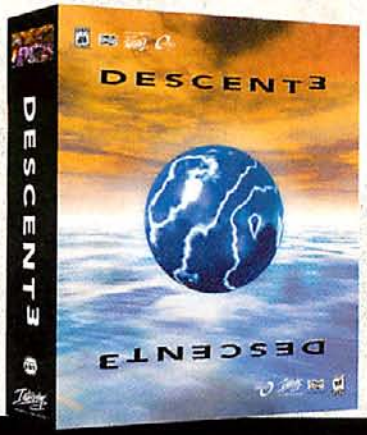
DO YOU THINK YOU HAVE WHAT IT TAKES?

FOR MORE DETAILED INFORMATION AND TO REGISTER
VISIT WWW.INTERPLAY.COM/DESCENT3/FTOUR.HTML



With 5 times the homing power, the all-in-one Cyclone Missile is most effective in open spaces. *Descentile* unleashes swarming death in 3D Vizor.

In the tunnel, Cajun Ace lands a frag behind an unsuspecting Kevlar. Not even full shields can save him now.



Multiplayer Tip #3
Use Vauss as much as possible in outdoor battles so you can keep a good distance from your opponent. Use Napalm indoors whenever possible and use super lasers against opponents in small tunnels since the lasers are harder to avoid.



WWW.OUTRAGE.COM

developed by Outrage entertainment, Inc.

Tantrum — A Division of Interplay Productions

Compatible Windows 95/98/NT

TEEN T — CONTENT RATED BY ESRB

SoftwareForPCs.com

SO WHAT IF YOU KILL YOUR FRIENDS

WITH $50,000, YOU CAN BUY SOME NEW ONES.

Descent 3: © 1999 Outrage Entertainment, Inc. All rights reserved. Outrage, the Outrage logo and Fusion are trademarks of Outrage Entertainment, Inc. Descent, Interplay, the Interplay logo, Tantrum, the Tantrum logo, "By Gamers. For Gamers." are trademarks of Interplay Productions. All other copyrights and trademarks are the property of their respective owners.

TO FIND OUT HOW YOU CAN WIN $50,000 DESCEND NOW TO
www.interplay.com/descent3/ftour.html

Go to #067 @ www.computergaming.com/infolink

ZIFF-DAVIS INC

Chairman and CEO Eric Hippeau

Vice President and Chief Financial Officer Timothy O'Brien

Chief Internet Strategist Claude P. Sheer

Presidents
ZD Market Intelligence Bob Brown
ZD Events Jason Chudnofsky
ZD Brand and Market Services Terri Holbrooke
ZD Publishing Michael S. Perlis
ZD Internet Productions Dan Rosensweig
ZD Education William Rosenthal
ZD Television Larry W. Wangberg

Executive Vice President, International Aymar de Lencquesaing

Senior Vice Presidents
Rayna Brown (Human Resources)
J. Malcolm Morris (General Counsel and Secretary)
Daryl R. Otte (Planning and Development)
Charlotte Rush (Communications)

Vice Presidents
Marylou Berk (Corporate Real Estate and Facilities)
Steve Gladyszewski (Information Services)
Mark Moyer (Controller)
Tracy Nadi (Human Resources, Operations)
Thomas L. Wright (Treasurer)

Corporate Sales
Joe Gillespie (Executive Vice President)
Michael Perkowski (Vice President, Marketing)
Jeff Bruce (Executive Director)
Scott Murphy (Executive Director)
Rita Burke (Managing Director)

ZD Brand and Market Services
Terri Holbrooke (President)
Charlotte Rush (Senior Vice President, Communications)
Elda Vale (Vice President, Corporate Research)
Barbara Lyon (Vice President, Marketing Communications)

ZD PUBLISHING

President Mike Perlis

Executive Vice Presidents Jack Dolce, Al DiGuido, Thomas McGrade, Michael J. Miller, Jim Spanfeller

Senior Vice President Nancy Newman

Vice Presidents John Dodge, Roger Herrmann, Peter Hongo, Eric Lundquist, Bill Machrone, Jim Manning, Charles Mast, Paul Somerson, Dale Strang, Mark Van Name

Director, Benchmark Operations Eric Hale

Director, ZD Labs Lauren Black

Director, ZD Testing and Analysis Group Bill Catchings

Director of Public Relations Glynnis Woolridge

PERMISSIONS

COMPUTER GAMING WORLD (ISSN 0744-6667) is published monthly by Ziff-Davis. Copyright © 1999 Ziff-Davis. All Rights Reserved. Material in this publication may not be reproduced in any form without permission. If you want to quote from an article, write to Chantal Tucker, One Park Avenue, New York, NY 10016-5802, or fax 212-503-5420.

Audit Bureau of Circulations Member

ZIFF-DAVIS a SOFTBANK company

ABC AUDITED

Computer Gaming World is not affiliated with IDG.

REPRINTS

COMPUTER GAMING WORLD Reprints

For reprints, please call Ziff-Davis reprints at (800) 825-4237.

Backed Up With Excitement

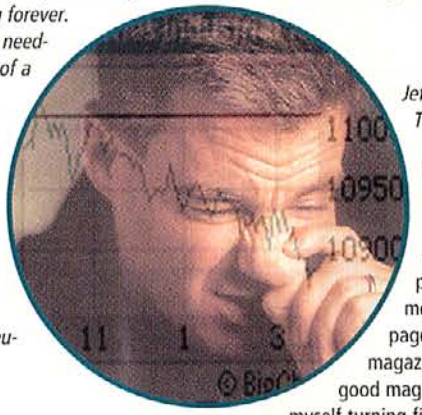
I just can't wait any longer for the Flushor Gaming Seat! I saw the ad in your April issue and seconds later I was purchasing that baby via the Internet. Now I'm waiting for it to arrive. It'll be my throne. Something disturbs my rest, though. I've been wondering...what if...you know... when the Flushor is full of...you know...er...what happens if *then* you jump into the water in QUAKE 2??? Is there any septic valve or something? Please ask Mr. Loyd Case for an answer to this technical question. We all know he's the hardware guru—he'll be the right guy for it. Thank you.

Zhark
Via the Internet

Loyd Case replies: We just learned of some exciting new accessories for the Flusher! Check these out:

***DirectIV**—Now you don't need to eat, either. Just have the IV refilled periodically and you can keep gaming forever. Contains all the nutrients needed, plus the added boost of a steady dose of caffeine.*

***Flushor Eyeball Myster**—Do your eyes get tired or dry from looking at the computer all day? The Flushor Eyeball Myster (FLEM) will periodically spray your eyes with a neutral saline solution.*



Smarty Pants of the Month

I just read the "Good, the Bad, and the Ugly" section of the June 99 issue, where you said that the *Star Wars Episode I* release was a great "way to end the millennium." Technically, the millennium is not ending this year. The modern calendar begins with the year 1 A.D. There's no year 0 A.D. Hence the next millennium starts with the year 2001, not 2000. So technically, we still have one more year of the present millennium to go. I have way too much time on my hands. Bite me.

Hans Gunawan

Actually, Hans, we put that mistake in on purpose, as a science lesson to our readers. Congratulations on finding it. For your efforts you win a free subscription beginning at the turn of the millenium. Way to go, smart guy.

Jeff Green or Stock Reports: Which Is More Boring?

The flame letter that Jeff Green received in your June issue was totally absurd. I want to read about company stock performance about as much as I want to play the new DEER IN THE HEADLIGHTS HUNTER or BABY HARP SEAL HUNTER games that are sure to come to a Wal-Mart near you soon. Jeff deserves a big raise and a cable modem for his efforts.

Jim Fox
Via the Internet

Jeff Green responds: Hi Dad! Thanks for writing in.

Every month there is something that drives me to get to the end of each wonderful issue of *CGW*, and that is the very last page! That page contains the words of the Socrates of gamers. Ron, if you think this page is boring, that is because you don't "get it." If you want stock quotes use your Internet access. There would be no good in posting stock quotes in a magazine written well ahead of time. The words that Jeff speaks come from the heart of a gamer wise beyond his time. Greenspeak is informative, intellectual, and cracks me up every month! . . . *CGW* saves the best for last.

Give me my Greenspeak!

Chris Staas
Via the Internet

Jeff responds: Hi Mom! Thanks for writing in.

I would first like to respond to Ron Pierce's letter in the June issue. The back page is one of the most interesting and fun pages to read in the entire magazine, and it's a damn good magazine. I often find myself turning first, not to the table of contents to see what the features are, not to the reviews page to see what games are being reviewed, and not to the gamer's edge section to find out the way past my latest roadblock, but to your editorial. Your article never fails to bring a smile and a chuckle to me. Ron, however, is wrong or just doesn't get the point. Your articles do have a point and a great point at that. They're about being proud to be a gamer, and loving being a gamer. . . . I can always relate to what you say. Keep up with the amazing work and that wonderful sense of humor. Thank you for making me proud to be a gamer.

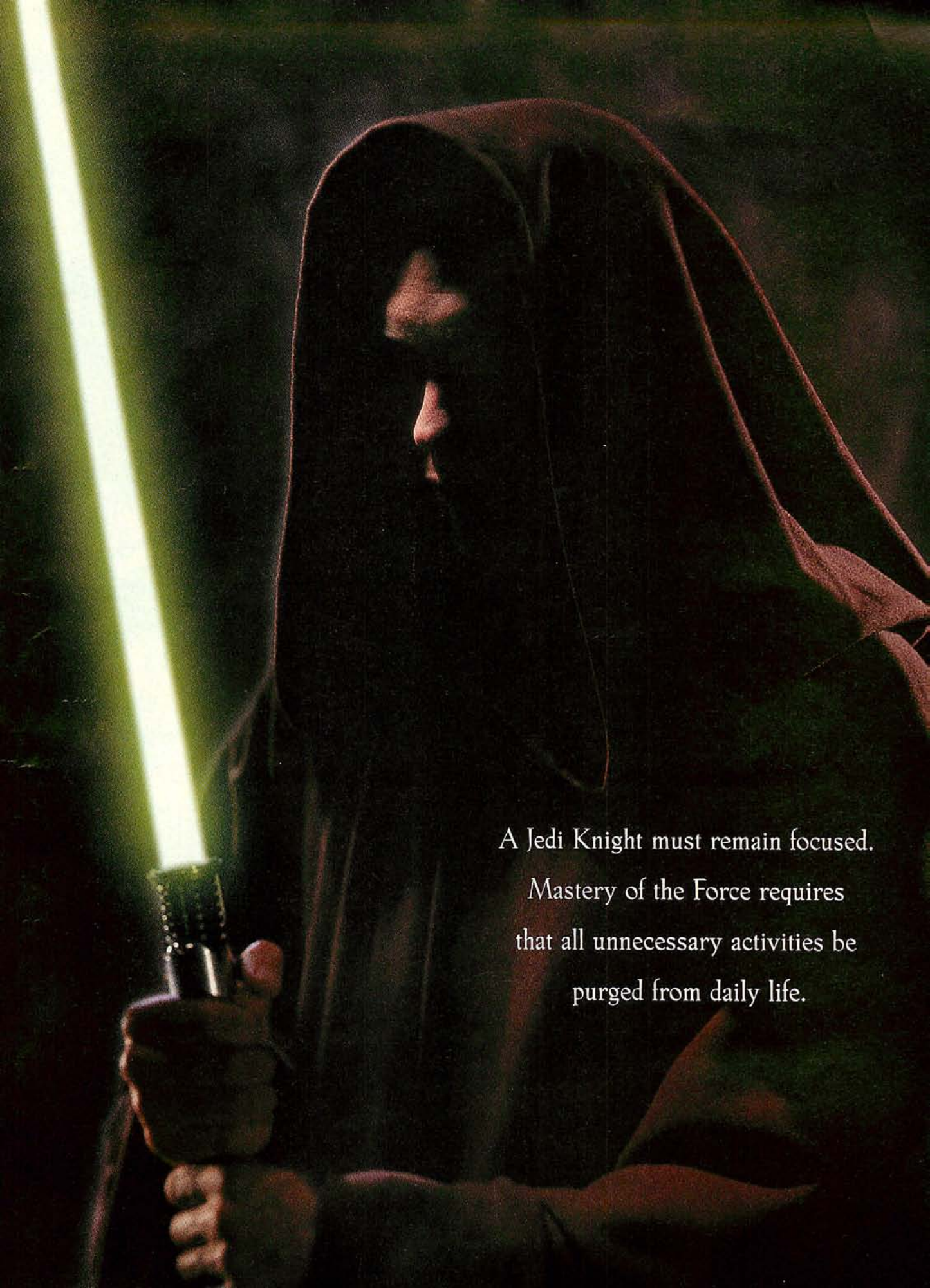
Vern Bittner
Via the Internet

Jeff responds: Hi Grandma! Thanks for writing.

Dep't. of Corrections

Gene Simmons does not own the rights to produce a Max Payne movie, as we reported in our June preview of MAX PAYNE. It's still up for grabs if you want it, Mr. Woo.

STARCRAFT: INSURRECTION, one of the authorized STARCRAFT expansion packs, is made by Aztech New Media Corp. of Toronto, Canada.



A Jedi Knight must remain focused.
Mastery of the Force requires
that all unnecessary activities be
purged from daily life.


I'm searching for a boy named Anakin. Do you know him?
My business does not concern you.
Stop it Wuher, you think you've some kind of Jedi or something?
Jedi mind tricks don't work on me! Only money!
Could you possibly sell it for less?
Never mind.


I have no money at the moment, I'm sorry.
I can only offer these electropinocculars. They are worth far more than the 5 credits, I can assure you.
I am looking for Watto. Do you know where I can find him?
I have interrupted your preparations for the race, I do apologise.
What are you doing here?
How can I reach the hangar?
Excuse me, but I must be going.



Prepare to immerse yourself in the epic adventure that is *The Phantom Menace.* As the central character, you will journey to all the stunning locations of Episode I, where you are destined to play a decisive role in every key event. All-consuming? Yes. But then, there's no such thing as a part-time Jedi.

TEEN T CONTENT RATED BY ESRB

PC CD

PlayStation

LUCAS ARTS

www.lucasarts.com/products/phantommenace

www.starwars.com

© Lucasfilm Ltd & TM. All rights reserved. Used under authorization.
PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.
3D accelerator hardware required for PC version.

ON THE CG-ROM

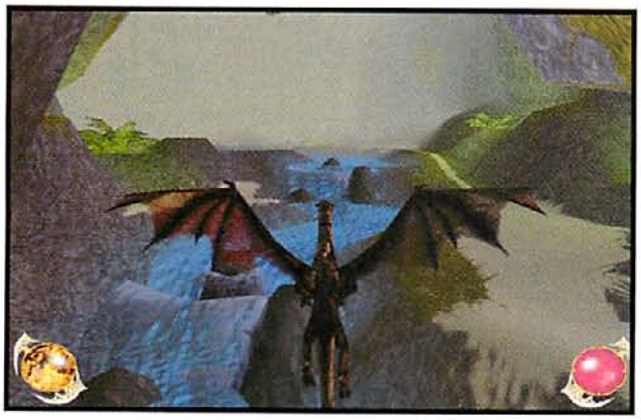
Dragons, Robots, and X-Wings

DRAKAN: She's beautiful and dangerous, and she's got some serious moves. What sets her apart from other third-person action heroes is that her soul mate is a 20-foot-long, fire-breathing dragon. There's a gigantic world full of stunning scenery for you to explore with this dynamic duo, but it won't be a dragon-walk in the park. There are plenty of monsters afoot—and in the air—and they're hell-bent on cutting your adventure short. You'll have to complete various side quests and use your head to get through this level. So fasten your eyeballs, keep your brain in the full upright position, and get ready for the next step forward in action/adventure gaming.



DRAKAN

GENRE: **Action/adventure**
EXECUTABLE: **\\drakan**
Explore the first level of this exciting third-person adventure by dragon and on foot.



Video Clips

Battlezone II
(named: main.avi in the root directory)

Starfleet Command

Toolbox

Half-Life:
Team Fortress Classic

Additional July CD Titles

MECHWARRIOR 3

GENRE: **Action/space sim**
EXECUTABLE: **\\mech3**
Choose from four different mechs, and let loose in some instant action missions.



KINGPIN

GENRE: **Action**
EXECUTABLE: **\\kingpin**
Try out the first level of this controversial first-person shooter with an attitude.



X-WING ALLIANCE

GENRE: **Action**
EXECUTABLE: **\\xwing**
Fly a cousin of the Millenium Falcon in a sample mission.



STARSIEGE

GENRE: **Action/space sim**
EXECUTABLE: **\\starsiege**
Get your feet wet with a couple of single-player missions from the human campaign.



ROLLER COAST TYCOON

GENRE: **Strategy**
EXECUTABLE: **\\rct**
Take over the management of one of four different amusement parks.



RE-VOLT

GENRE: **RC Racing**
EXECUTABLE: **\\rvcgw**
Race one of three remote-control cars on the streets and sidewalks of the suburbs.



MAGIC & MAYHEM

GENRE: **Real-time strategy**
EXECUTABLE: **\\magic**
Try a single-player level or limited multi-player games in this light-hearted RTS.



APACHE HAVOC

GENRE: **Helicopter sim**
EXECUTABLE: **\\apachehavoc**
Fly either the U.S. Apache or the Soviet Havoc in a battle over Cuba.



BEAT DOWN

GENRE: **Strategy**
EXECUTABLE: **\\beatdown**
Command your own street gang in a ghetto turf war.







AGE of EMPIRES II
THE AGE OF KINGS™

Knights.

Castles.

Joan of Arc.

Oh my.

www.microsoft.com/games/age2

msn Gaming ZONE
PLAY IT FREE ON ZONE.COM

ENSEMBLE STUDIOS

Microsoft

© 1999 Microsoft Corporation. All rights reserved. Microsoft and the Age of Empires are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.

SCOOP!!!

Half-Life: Opposing Force

Experience HALF-LIFE Through the Eyes of the "Evil Empire"

HALF-LIFE not only garnered a batch of awards last year but also delivered a message that scientists can kick marine butt when forced to. But it did have the military guys doing some cool tricks—like rappeling from skylights—that the scientist protagonist, Gordon Freeman, couldn't do. Now, thanks to Gearbox Software, you'll be able to experience the game from the other side of the battle—as a marine—in the upcoming HALF-LIFE expansion pack, OPPOSING FORCE.

Fresh from the cancellation of PRAX WAR, the Gearbox team was ready to handle another military-theme game, and HALF-LIFE developers Valve Software gave them their blessing to do the expansion pack. Since the expansion game's time frame is the same as that of the original HALF-LIFE, Gearbox's Randy Pitchford (lead designer) has been meeting with key Valve personnel like Marc Laidlaw (writer) and Harry Teasley (design and mod guru) to make sure that OPPOSING FORCE fits in with the original game.

The expansion will bring in seven new weapons and a whole new race of aliens taking part in the invasion of Xen. Gordon Freeman's trusty crowbar has been replaced by a pipe wrench capable of shattering the large, unbreakable crates from the previous game. Also, much like the original game's snarks, there will be another alien-turned-weapon: those pesky barnacles that waited up in the ceiling to pull you or your friend up into their mouths with their tentacles. Now you can carry one around and use it as a biological grappling hook on both people and walls. As for new enemies, you will discover another race of aliens, dubbed Race X, who become involved in the whole Xen/Border Worlds conflict.

The design team is adding such new features as two-way radios for marines; they're also allowing marines to cut down doors that are in their way and letting players rappel down from heights. While the Gearbox crew isn't promising new multiplayer modes, they've tapped their contacts in the 3D industry and come up with choice designers to prepare some multiplayer maps. A HALF-LIFE deathmatch level made by levelord? We can't confirm, but it's not a stretch.

We'll take a closer look at the title at the E3 show, but we're already plenty excited about playing HALF-LIFE's bad guy. — *Thierry Nguyen*





There will be a host of new NPCs, such as this environment-friendly scientist, and more security guards.

CGW Updates 3D GameGauge

For a long time, 3D graphics performance testing was a black art in this industry. There were no established testing procedures that could accurately measure 3D performance with actual games and yield reliable data. In 1997 *CGW* introduced 3D GameGauge, a collection of Direct3D and OpenGL games to be used for application-based testing. 3D GameGauge measures the frame-rates a graphics card generates in six different 3D games and reports a number for each one; we used the total number to compare one card's performance against another. You've seen 3D GameGauge numbers reported in *CGW* whenever we review 3D cards and systems, and we've received a lot of reader mail praising 3D GameGauge and offering some great ideas for improving it. Well, a good thing just got better.

So it is with much pomp and circumstance that we're proud to announce 3D GameGauge 2.0, the 1999 version of 3D GameGauge. It has some pretty cool stuff, including an increased test resolution of 1024x76x16 and a much better genre spread, including shooters, sports, flight and space sims, and driving titles. New games in 3D GameGauge 2.0 include Valve's HALF-LIFE, Interplay's DESCENT 3, JANE'S WWII FIGHTERS, POWERSLIDE, Epic Games' UNREAL, EA Sports' MADDEN 99, and Rage's EXPENDABLE. And because many readers requested it, this year's final 3D GameGauge score will be an average of the games' frame-rates rather than a sum. That way, the final score looks more like a typical frame-rate you'd see in a game, and makes more sense.

Look for 3D GameGauge 2.0 to make its print debut next month in our 3D card roundup featuring new hardware from nVidia, Matrox, S3, and 3dfx. And as if that's not enough, look for even more information about 3D GameGauge at its new online home at www.3dgamegauge.com.

— Dave Salvator

News Blurbs

Recent Developments in the Computer Gaming World

Violent Computer Games Under Attack

Computer gaming is under attack once again as lawmakers, psychologists, and others debate the relationship between violent games and real acts of violence among teens. In April, the parents of three slain Kentucky teenagers filed a $130 million lawsuit against a group of game companies and other media outlets, blaming the influence of media violence for inspiring the December 1, 1997, incident in Paducah, Kentucky, in which a 14-year-old boy brought six guns to his high school and opened fire. The boy's computer, seized by police, contained a number of games, such as DOOM and QUAKE. Named in the suit were Acclaim, Activision, Apogee, Atari, Capcom, Eidos, GT Interactive, id, Interplay, Midway, Nintendo, Sega, Sony, and Squaresoft.

As we went to press, the horrific massacre at Columbine High School in Colorado prompted Pennsylvania state senator Jack Wagner to introduce legislation making it an offense to sell or rent violent video games (as determined by the Entertainment Software Ratings Board) to minors under age 18. Similar proposed legislation is also on the table in Arkansas, Washington, and Minnesota. *Computer Gaming World* hopes to cover both the news and viewpoints surrounding this deeply complex story in upcoming issues.

WARBIRDS Developers Fly the Coop

On Friday, April 23, a resignation was tendered by the entire Grapevine, Texas–based I-Magic Online development group. A team member told *CGW* that although slated to relocate to Interactive Magic's North Carolina headquarters, they decided instead to stay in Texas to form their own game design company, Playnet. A source close to I-Magic told us that the parting is amicable, and that the Grapevine group was working with I-Magic and former MPG-Net staffers to ease the transition of development to the North Carolina offices. Still,

5, 10, and 15 Years Ago in *CGW*

What We Were Writing About While You Were in Diapers

15 Years Ago

Johnny Wilson reviewed the surprisingly fun PRESIDENT ELECT in our August issue (there was no July ish that year). Try as he might, he couldn't stop the Gipper from rolling over the demos and landing a second term of office. "It wasn't a great deal of fun to run Mondale against Reagan under historical conditions," Wilson wrote. Apparently Jesse Jackson didn't fare so well either. Fifteen years later, we were rooting around for an update that would allow us to run Johnny Wilson against Dan Quayle in 2000.



10 Years Ago

Our July 1989 issue featured an ad for a game called OMNICRON CONSPIRACY, which painted a pretty picture: "You'll be tempted with cheap booze, wild sex and mind-altering drugs. You'll be chased across six planets by crazed religious cultists, vicious droid assassins and horny women. You'll have the time of your life." Promises, promises. That's what they told us when we moved to San Francisco, too.



5 Years Ago

Back in '94, before QUAKE was even a twinkle in his eye, we had started to see the light and were practicing to "be Romero's bitch." He didn't have a "Testosterosa" yet like his boss, pimp-daddy Carmack, but we were blowing smoke up his rear end anyway for being a top-notch level designer and "Deathmatch Diety." When he actually starts making games again, we promise to stop making fun of him...as long as they don't suck.



EVERYONE
E
CONTENT RATED BY ESRB

ONLY A SELECT FEW IN THE GALAXY
HAVE FLOWN THE *MILLENNIUM FALCON.*





AND UNLESS YOU REACH THE FINAL BATTLE, IT WILL STAY THAT WAY.

STAR WARS X-WING ALLIANCE

A rival family imposes peril on the future of your livelihood. The evil Empire's presence is looming. Your only hope for survival is to join the Rebel Alliance™ in epic *Star Wars* conflicts. As full-scale galactic battles begin, you will be called upon to command Rebel starfighters, including X-wings and other new spacecraft. You and up to seven other Rebel players will clash with Imperial fighters in spectacular 3D missions. Finally, if you're worthy, you will find yourself in the cockpit of the legendary *Millennium Falcon*, flying against the massive Imperial fleet in the climactic Battle of Endor. Ultimately, it will be your agility, resolve and combat skills in these maneuvers that will determine your destiny. Not to mention, the fate of the entire galaxy.

LUCAS Arts

©Lucasfilm Ltd & TM. All rights reserved. Used under authorization.

www.lucasarts.com/products/alliance • www.starwars.com

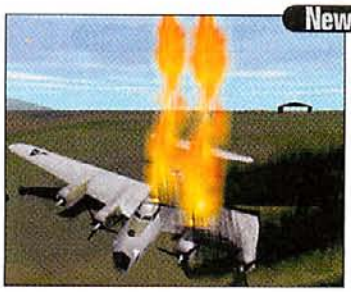
Go to #097 @ www.computergaming.com/infolink

PIPELINE

Send notices to: cgwpipeline@zd.com

A-10 Warthog Jane's/EA	Q3 '99
Age of Empires II Ensemble/Microsoft	Q3 '99
Anachronox Eidos	Q3 '99
Axis & Allies Expansion Hasbro Interactive	Q4 '99
Babylon 5 Space Combat Sierra F/X	Q4 '99
Battlezone 2 Activision	Q3 '99
Beneath Activision	Q3 '99
Chessmaster 7000 Mindscape	Q3 '99
Civil War Generals 3 Impressions/Sierra	Q3 '99
Creatures Adventures Mindscape	Q3 '99
Conquest: Front. Wars Digital Anvil/Microsoft	Q3 '99
Daikatana Ion Storm/Eidos	Q3 '99
Dark Reign 2 Activision	Q3 '99
Daryl F. Gates' Police Quest: SWAT 2 Sierra	Q3 '99
Destroyer Command SSI	Q3 '99
Diablo II Blizzard	Q3 '99
Diplomacy Avalon Hill/Hasbro Interactive	Q3 '99
Drakan Psygnosis	Q3 '99
Flash Point Interactive Magic	Q3 '99
Flight Unlimited III EA	Q2 '99
FLY! G.O.D.	Q3 '99
Gabriel Knight 3 Sierra Studios	Q2 '99
Giants Interplay	Q3 '99
Heavy Metal F.A.K.K.2 G.O.D.	Q4 '99
Hidden and Dangerous TalonSoft/Take 2	Q3 '99
High Heat Baseball 2000 3DO	Q2 '99
Indiana Jones/Infernal Machine LucasArts	Q3 '99
Interstate '82 Activision	Q3 '99
Jane's F/A-18 Jane's/EA	Q4 '99
Kingpin Interplay	Q3 '99
Loose Cannon Microsoft	Q4 '99
Madden 2000 EA Sports	Q3 '99
Maximum Overkill Novalogic	Q3 '99
Max Payne G.O.D.	Q3 '99
MechWarrior III MicroProse	Q2 '99
Messiah Shiny/Interplay	Q3 '99
Metal Fatigue Psygnosis	Q3 '99
MIG Alley Empire	Q3 '99
Myst: Collectors' Edition Red Orb	Q3 '99
NASCAR Racing III Sierra Sports	Q3 '99
Need for Speed: High Stakes EA	Q3 '99
Nocturne G.O.D.	Q4 '99
Omikron Eidos	Q3 '99
Outcast Infogrames	Q3 '99
Panzer General 3D SSI	Q3 '99
Planescape: Torment Interplay	Q3 '99
Point of Attack HPS Simulations	Q3 '99
Prince of Persia 3D Red Orb	Q3 '99
Quake III Arena id Software	TBA
Re*Volt Acclaim	Q3 '99
Septerra Core Monolith	Q3 '99
Settlers III: Quest of the Amazons Blue Byte	Q3 '99
Seven Kingdoms II Interactive Magic	Q3 '99
Shadowpact Blue Byte	Q4 '99
Silent Hunter II SSI	Q3 '99
Soldier of Fortune Raven/Activision	Q3 '99
Starlancer Digital Anvil/Microsoft	Q4 '99
Star Trek: Klingon Academy Interplay	Q3 '99
Star Trek: New Worlds Interplay	Q3 '99
Star Trek: St.fleet Com. Quicksilver/Interplay	Q3 '99
Swords & Sorcery Westwood	Q3 '99
Tachyon Novalogic	Q4 '99
Team Fortress II Valve/Sierra	Q4 '99
Total Annihilation: Kingdoms Cavedog	Q3 '99
Ultima Ascension Origin/EA	Q4 '99
Vampire: The Masquerade Activision	Q4 '99
Warhammer 40k: Rites of War Dreamforge/SSI	Q3 '99
Warlords Prophecy SSG SSI/Red Orb	Q3 '99
Werewolf ASC Games	Q4 '99
Wheel of Time GT/Legend	Q3 '99
Wild, Wild West SouthPeak	Q4 '99
Wings of Destiny Psygnosis	Q3 '99

News Blurbs (continued)



this means significant updates of WARBIRDS and DAWN OF ACES are unlikely for a while, while new developers come up to speed on the code. A group at I-Magic had been working with the WARBIRDS code for a now-shelved retail game, so the outlook for WARBIRDS fans isn't as dark as it would be if new programmers had to start from scratch. In addition, I-Magic is reportedly in talks with Playnet about future products.

April's resignations follow the earlier departure of WARBIRDS creators Dale Addink and Doug Balmos, reportedly over creative differences with I-Magic's "Wild Bill" Stealey. — *Denny Atkin*

Microsoft Buys Access Software

One of the last major independents gaming companies is independent no longer. In April, Microsoft acquired Access Software, the Salt Lake City–based makers of the long-running, award-winning LINKS golf series and Tex Murphy adventure games. The move was welcomed by Access, who will now have Microsoft's publishing and

The Good, The Bad, and The Ugly

THE GOOD



• **BASEBALL FEVER** Everything else may suck these days, so thank goodness for baseball. And thank goodness for 3DO's HIGH HEAT 2000, the best PC baseball game in years.

• **GOOD CYBERPUNK** With *The Matrix* and *eXistenZ*, Hollywood finally does justice to cyberpunk and to computer gaming. (*Tron* doesn't count.)

THE BAD



• **eBAY** We love eBay. That's why we hate it. The online auction service is such an amazing repository of great stuff, that the *CGW* editors are wasting too much of their time and paychecks when they should be playing games instead. Make it go away.

• **POKÉMON FEVER** Forgive us if we don't jump on the bandwagon for the latest money-sucking gimmick destined to reside at the bottom of kids' closets everywhere, right next to the Tickle Me Elmos, Furbies, and Scratch-n-Sniff Johnny Wilsons.

THE UGLY



• **NO MO' JOE** Joe Vallina: deadline fascist, bubba lover. The man who popularized the phrase "eat it" at the *CGW* office. A lurking weasel in deathmatches. Formerly a real cool dude. Now he works for someone else.

Good luck, Joe. You bastard!

Web Sites of the Month

Instead of surfing the Web this month, we'd like to suggest a different form of activity. Turn off your computer. Go outside. Breathe the fresh air. Exercise. Hey—don't go away! We were just kidding! The sun's bad for you, exercise is overrated, and you're much safer in your room.

Here are some of the Web sites that caught the CGW editors' eyes this month. Be sure, too, to check out ***www.gamespot.com*** *for the best gaming news, reviews, and previews.*

Dave's Pick
http://www.loskene.com/singalong/kirk.html
The Captain James T. Kirk Singalong Site. As the site says: "If you have never had the opportunity to hear Mr. Shatner sing, well, now you do. That is if you call it singing."

Denny's Pick
www.voodooextreme.com
Despite the 3dfx-centric name, Voodoo Extreme is actually a top-notch source of information on all things 3D. We like the irreverent attitude, but their fascination with Ron Jeremy is a bit disturbing.

George's Pick
www.mp3spy.com
Streaming audio that doesn't sound like AM radio.

Jeff's Pick
www.planethalflife.com/community/walter/
"Walter's World," the surreal, ridiculous musings of one Walter Bennett, "a biochemist at the Black Mesa Research Facility," is a continuing minor masterpiece of a HALF-LIFE column by someone with way too much time on his hands.

Johnny's Pick
www.trainorders.com
This site is a must for rail fans and tycoons who can't get enough of RRT II: THE SECOND CENTURY.

Robert's Pick
www.highheatbaseball.com
An unofficial fan site, this site has good discussion boards, downloadable tune files, and other info for HIGH HEAT BASEBALL 2000.

Tom's Pick
www.games4mac.com/

READ.ME

CGW Profile:

CGW Gets Jiggy With COMMAND & CONQUER'S Kane



1. Name, rank, and serial number, and tell us about your theatrical background.
I'm Joseph Kucan, the Producing Director of Dramatic Assets at Westwood Studios. I direct all of the dramatic assets for Westwood product, including voice-over, film and video, texture models, and motion capture. I've been an actor since childhood. I spent four years on the staff of directors for IceFire Performance Group, a touring theatre company, and 10 years as the educational director for the Rainbow Company, a repertory theatre company here in Vegas. I also spent a lot of years freelancing as a stage combat director, having trained to obtain proficiency in a number of period weapons and styles. When women ask me what I do for a living, I tell them I'm a rodeo clown.

2. Has being Kane been a fun experience for you?
Oh, you know, indoor work, no heavy lifting. Actually, it's pretty cool. The fans are the best—enthusiastic and loyal. And us video game characters make up a pretty exclusive club—Duke Nukem and I go out drinking every once in a while, and I've been dating Lara Croft for a couple of months.

3. Gotta ask about the hair. Tiberium poisoning?
No, NOD barbers. You tell them "a little off the top" and this is what you get. But that's NOD—always with the overkill.

4. Who's tougher? Kane or the Las Vegas casino bouncers?
Kane, but only because he has more tanks. Caesar's Palace *is* putting in an obelisk next month, but somehow they've programmed it to work only on Californians.

5. You were the lead in Westwood's MONOPOLY. Why didn't you play Rich Uncle Pennybags?
Three reasons: (1) The top hat would hide my beautiful balditude. (2) I wouldn't get to carry a gun. (3) Kane gets more chicks.

6. When can we expect a Kane action figure?
Just as soon as our testers finish painting the goatees on all those leftover Jean-Luc Picard dolls. —*Mark Asher*

News Blurbs (continued)

distribution muscle to move their titles. According to Access president and CEO Bruce Carver, the company will retain its Salt Lake City headquarters and development teams to "keep the magic, and keep in touch with our loyal users, especially for LINKS." Founded in 1982, Access goes way back with Microsoft, having produced many of the MICROSOFT GOLF titles using LINKS code. Microsoft Games Group general manager Ed Fries said that the current plan is to retain the Access and LINKS names, and to keep MICROSOFT GOLF around at a low ($19.95) price point for more casual golf fans. And Tex Murphy? "He's in a holding pattern for now," according to Carver.

Infogrames Buys Accolade

Also in the acquisitions department, French game publisher Infogrames Entertainment announced this April their purchase of San Jose–based Accolade, the company behind the HARDBALL and TEST DRIVE franchises as well as the upcoming, highly anticipated SLAVE ZERO. Like Havas Interactive, another French gaming company, Infogrames is serious about expanding its base in the United States, so the appeal of Accolade is obvious. Accolade, meanwhile, is in desperate need of a hit with SLAVE ZERO, as its most high-profile franchises have fallen on hard times in the last couple of years, following a series of mediocre releases.

GAMESPOT

For all of your gaming news, delivered with up-to-the-minute speed and accuracy, check in daily to www.gamespot.com.

Site dedicated to petitioning game publishers to offer Mac versions of popular titles like GRIM FANDANGO and BALDUR'S GATE.

Gadgets for Gamers
by Denny Atkin



MPMan F20 Eiger Labs' MPMan doesn't have the slick controls of Diamond's Rio, but it does have a nice bass boost feature as well as a slick leather belt clip. Now that there's competition on the MP3 player front, we'll likely see lower prices. These pager-sized digital music players are addictive, and there are thousands of legitimate songs available on the Web, or you can create your own MP3 files from your CD collection.

MPMan F20, $199.95 (under $150 street price), www.eigerlabs.com

Coolness Factor: 4 — Digital tunes wherever you go.

Geek Factor: 1 — Most people won't even notice it.

EARTHMATE It may look like a cigarette case for scuba divers, but DeLorme's Earthmate is actually a compact Global Positioning System (GPS) receiver. Attach it to your PC's serial port or (with an adapter) to your Palm Pilot and you'll never be lost again. Load up the included Street Atlas USA 6.0 and the system will even give you spoken directions as you drive.



Earthmate, $199.95, www.delorme.com

Coolness Factor: 4 — Never get lost again.

Geek Factor: 4 — It's bright yellow, and hard to spousally rationalize if you're not a hiker, boater, or pilot.

Tchotchke of the Month

Tchotch•ke (choch'ke): slang, from Yiddish: a cheap, showy trinket
—American Heritage College Dictionary, Third Edition



It's a fish. It's a pen. Ladies and gentlemen... the fish pen.

Yes, the fish pen, submitted by Sierra Sports to plug their new TROPHY BASS 3D, is definitive proof that a tchotchke doesn't have to necessarily be big, or flashy, or even remotely cool, to win *CGW's* prestigious Tchotchke of the Month award. The fish pen receives the honor not just because the idea that a gaming editor might actually want to write with this is a remarkably odd one, even for gaming marketing weasels, but also because it quite poignantly symbolizes what has become of the sporting giant that Sierra once was. From FRONT PAGE SPORTS to the fish pen: like the 1999 Chicago Bulls, this is one hard fall. Oh well, at least we have the bull riding game to look forward to.

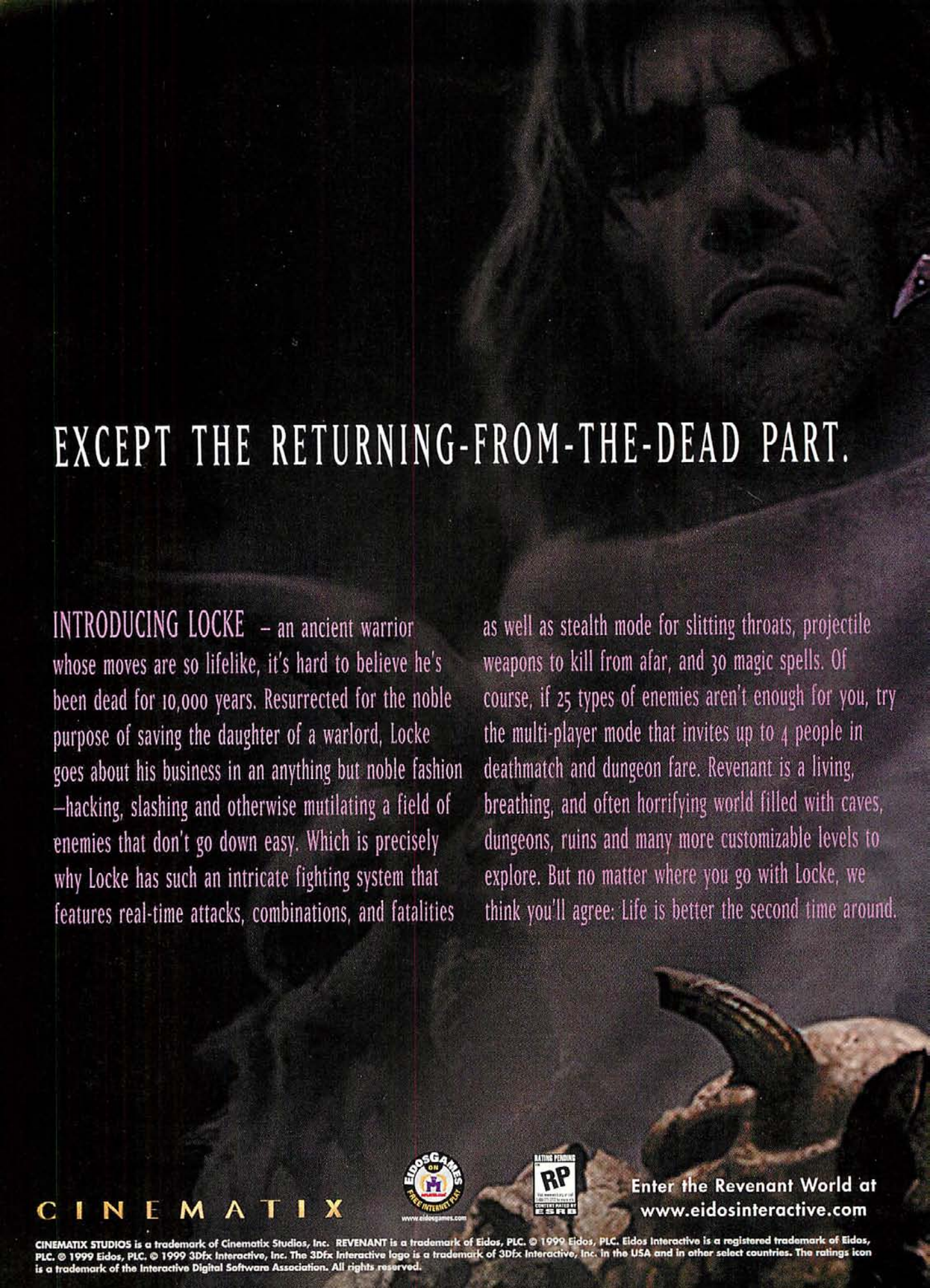




EVERY MOVE IS PATTERNED AFTER REAL HUMAN BEINGS...



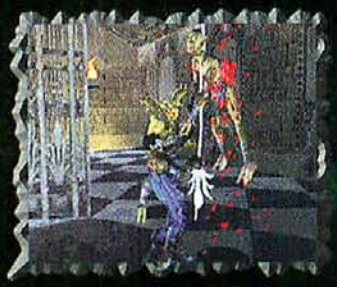




CINEMATIX STUDIOS is a trademark of Cinematix Studios, Inc. REVENANT is a trademark of Eidos, PLC. © 1999 Eidos, PLC. Eidos Interactive is a registered trademark of Eidos, PLC. © 1999 Eidos, PLC. © 1999 3Dfx Interactive, Inc. The 3Dfx Interactive logo is a trademark of 3Dfx Interactive, Inc. in the USA and in other select countries. The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.


REVENANT
One lifetime isn't enough.
™
EIDOS
INTERACTIVE
Go to #151 @ www.computergaming.com/infolink

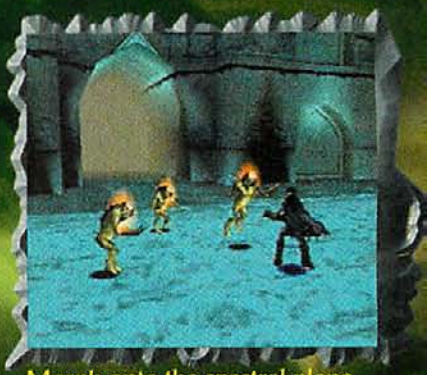
DESTROYING YOUR ENEMIES ISN'T ENOUGH...



"The elaborate architecture within these 3D environments is some of the best Next Generation has seen on the PlayStation."
–Next Generation

As Raziel, stalk the shadows of Nosgoth hunting your vampire brethren. Impale them with spears. Incinerate them with torches. Drown them in water. No matter how you destroy them, you must feed on their souls to sustain your quest – the ruin of your creator, Kain.





Morph onto the spectral plane and confront unique enemies and gameplay challenges

- Shift real-time between the material and spectral planes
- Dark gothic story

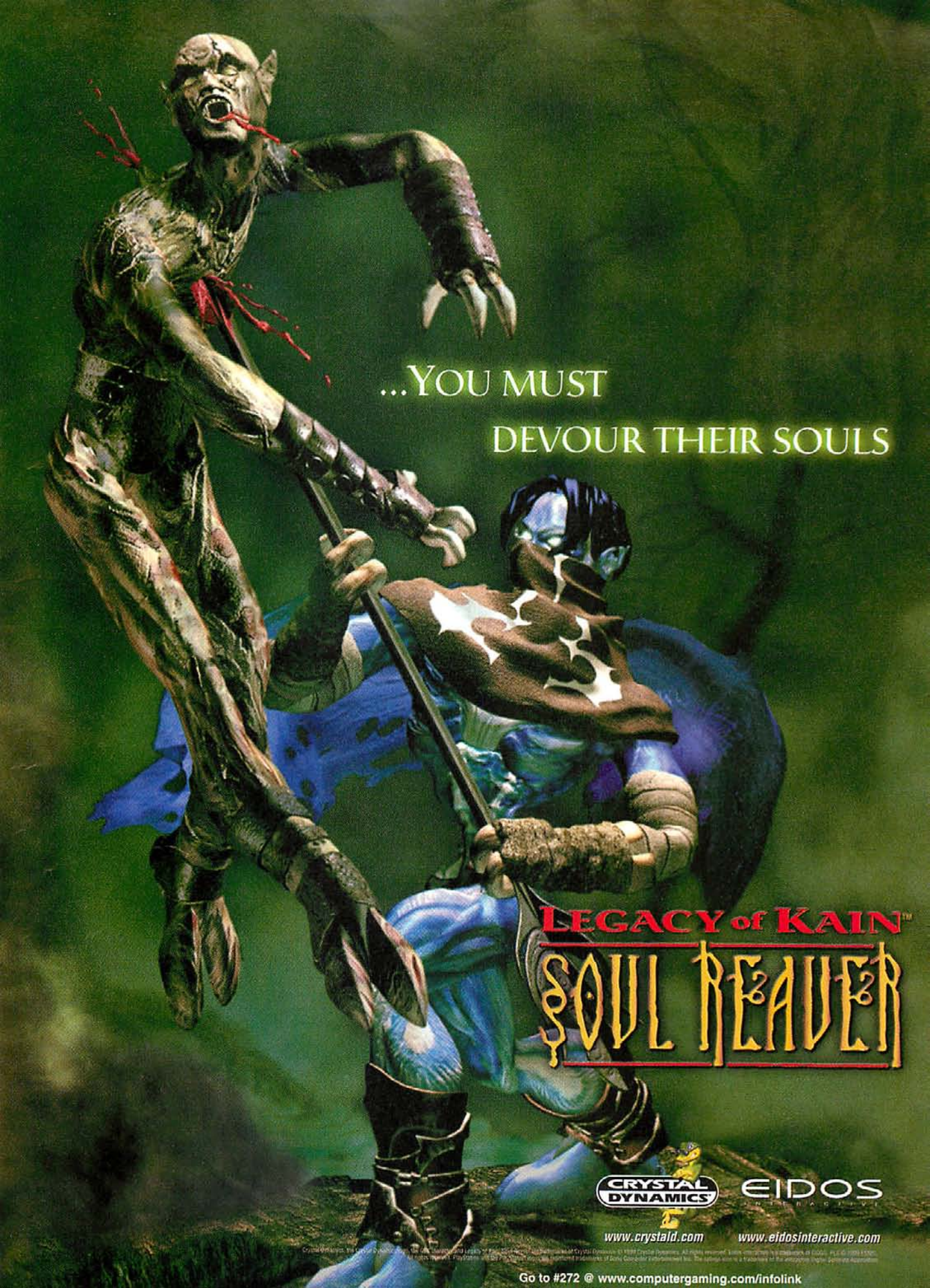


"...the completely revamped sequel to Legacy of Kain promises high immersion factor."
–Spin

PlayStation ®

TEEN T

PC CD ROM



Go to #272 @ www.computergaming.com/infolink

LET FREEDOM REIGN

Follow in the footsteps of Scottish hero, William Wallace, as you unite clans, overcome the might of the English army and guarantee freedom for all future generations of Scots.

Based on the award-winning motion picture starring Mel Gibson, Braveheart combines a free-flow, real-time strategy engine with an expansive global management system.

In this historically accurate epic, there are no consolation prizes in the battle for freedom.

- Allows individual control of on-screen warriors going far beyond the traditional limits of unit management.
- Historically accurate 3D battlefields, using satellite data to 50 square meters, tests tactical and strategic skills.
- Seamlessly combines real-time gameplay within a turn-based, build an empire world.
- Choose among 16 historically accurate clans in your battle to restore freedom to Scotland.
- Multiplayer scenarios for up to 8 players on LAN or internet in both co-op or competitive modes.

EIDOS INTERACTIVE

RATING PENDING RP

EIDOSGAMES ON MPLAYER.COM FREE INTERNET PLAY

red lemon
red lemon studios | it's a game thing!







Eidos Interactive is a registered trademark of Eidos Plc. © 1999 Eidos. Braveheart TM & © 1999 Paramount Pictures and 20th Century Fox Corporation. All Rights Reserved.

BRAVEHEART™

Go get a taste of clan war at www.eidosinteractive.com





Go to #150 @ www.computergaming.com/infolink

Go For The Gold!



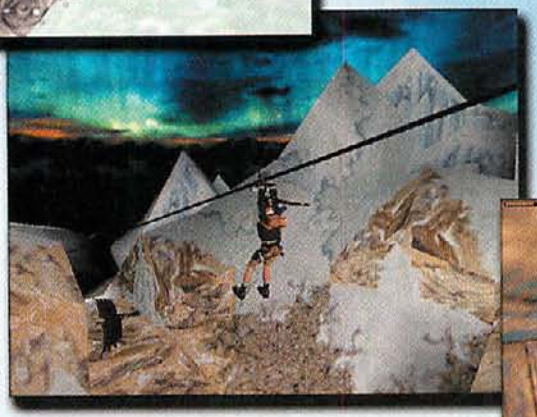
Lara's adventures aren't over yet. Join her in a **continuation of Tomb Raider II** in the **Golden Mask** levels. Explore abandoned mine shafts in Alaska and **discover** a strange and hidden world of adventure. **Many more secrets** await you as Lara uncovers the **secret** of the Golden Mask.



- 4 Never Before Seen Levels
- New Enemies
- Strange New Worlds
- Win REAL GOLD!

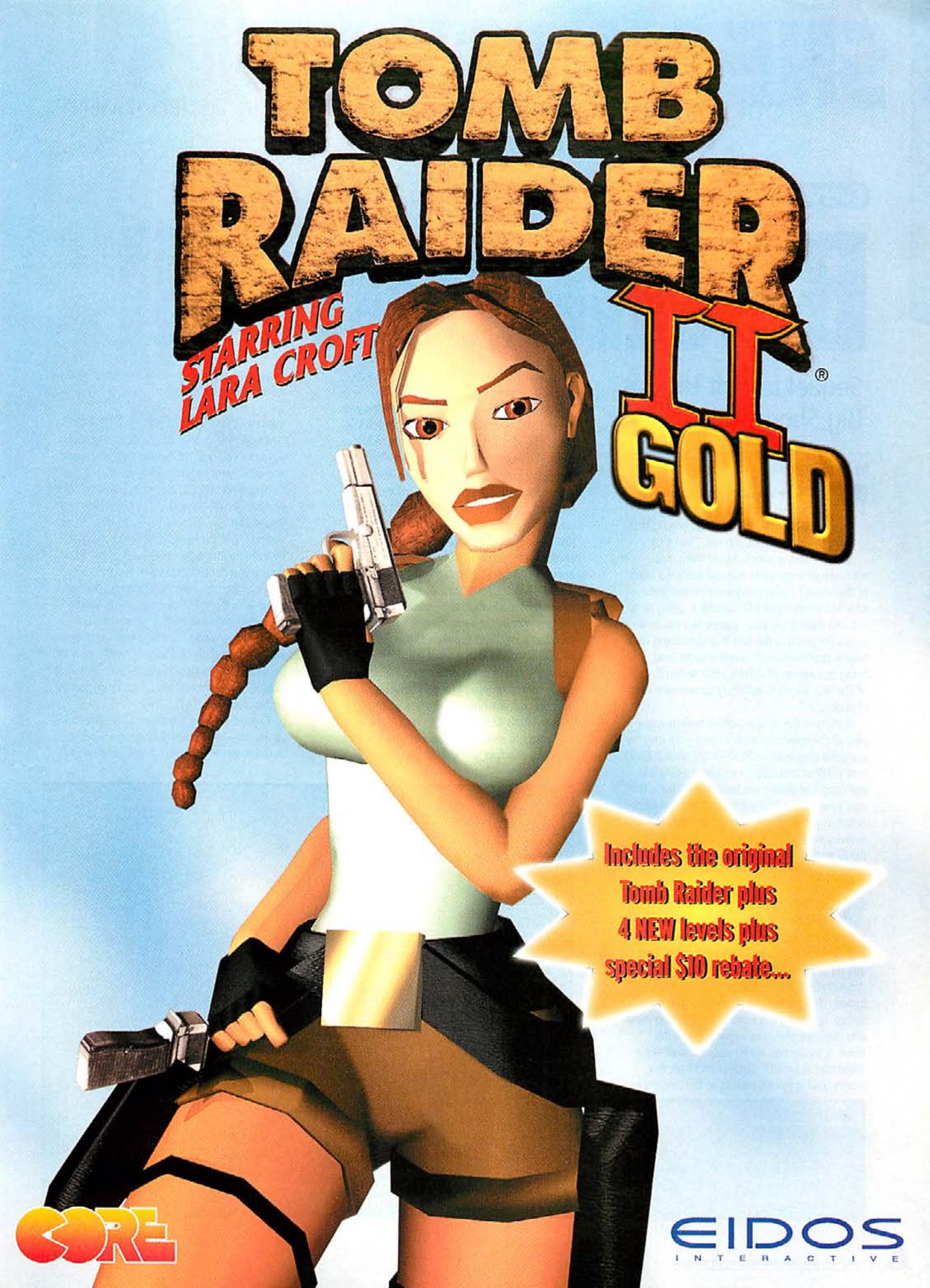


Find out how you can win REAL GOLD in the Tomb Raider II Gold contest and get a sneak peek of the game by downloading one of the new levels at www.tombraider.com





EIDOS and TOMB RAIDER are registered trademarks of Eidos Interactive, Inc. and Core Design Ltd. CORE and LARA CROFT are trademarks of Core Design Ltd. Copyright 1999 Core Design Ltd. All rights reserved.


TOMB RAIDER II®
STARRING LARA CROFT
GOLD
Includes the original Tomb Raider plus 4 NEW levels plus special $10 rebate...
CORE
EIDOS INTERACTIVE

Everybody Must Get Zoned

Battlezone II

Sequel to Cult Hit Has Big Shoes to Fill

by Tom Price

There's a quote by some quasi-famous rock critic about the Velvet Underground that goes something like, "Not that many people heard them, but everyone who did went out and started a band of their own." I won't suggest that everyone who has ever played BATTLEZONE is going to go out and start developing games, but you never know. The point is, the fact that something isn't hugely popular doesn't mean it sucks (and being the winner of *CGW*'s 1998 Action Game of the Year award is definitely somewhere north of sucks).

Adding to the unique action/strategy gameplay of the original in nearly every way, the exclusive pre-alpha build of BATTLEZONE II (BZ2) that *CGW* editors have been playing over the last couple of weeks not only doesn't suck, it may even be our first valid candidate for 1999 Action Game of the Year. The gameplay is deeper, the vehicles sexier, the worlds more exotic, the AI more I, the graphics more beautiful than in the original.

E.T. Go Home

The story for BZ2 picks up a few years after the end of BATTLEZONE. The "real" cold war is over and the NSA and CCA have settled their differences and are now united as the ISDF (Inter-Stellar Defense Force), dedicated to bravely going where no battle tank has gone before. Opposing the Earth's quest for bio-metal and plans for planetary expansion are the Scion, a mysterious alien race. Symbolically beginning at an ISDF outpost on Pluto, the action quickly moves (thanks to the neighborhood wormhole) to the exotic worlds of a distant solar system.

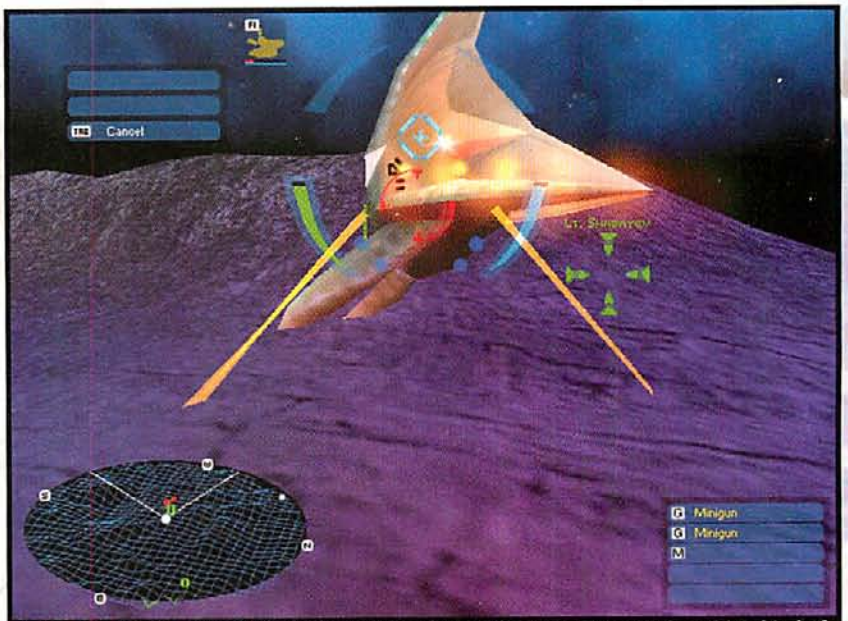
One of these worlds, Myer, is populated with fire red and orange trees, bubbling opalescent pools of goo, and lumbering plucked-chicken-a-saurs. The creatures actually have an effect on gameplay, preying on pilots on foot. According to Pandemic, this was done as a balancing move to counteract the power a pilot on foot has with a sniper rifle. Too many people were just bailing out of their tanks and sniping enemy craft from afar. Now you'll have to worry about getting devoured out in the open.

BATTLEZONE's interface was one of the elements that made that game great, and BZ2 uses essentially the same command system, but with some small yet significant changes. The developers decided that what was really missing in the command interface was the ability to easily control groups of friendly vehicles. Support craft are now automatically hot-keyed as individuals and groups. This makes it quicker and easier to issue commands to your ships in the field, which in turn should make it much easier to manage your resources when you're in the middle of a firefight.

Baby, You Can Drive My Tank

Among the cooler aspects of BATTLEZONE were the vehicles. The Grizzly tank, the scout, and other various hover-vehicles offered a cool combination of futuristic technology and cold-war design. Well, the Grizzly's back, (this year's model anyway), and it's joined by over 30 new vehicles sporting brand-new physics engines that are built to travel over land, air, and sea. Before you get too excited at the prospect of piloting aircraft, understand that the two craft capable of flight, the bomber and the armored personnel carrier, aren't player-controlled. Instead, they swoop in when ordered to deliver either footsoldiers or a load of bombs to a target area. The troops you deploy will be able to carry 25 different weapons, including mortars and bazookas.

Ground vehicles are divided into three categories: hovering, tracked, and biped. Tracked vehicles are new to BATTLEZONE, and most of



WHO ARE THOSE GUYS? The Scion vehicles are strange and mysterious entities, kind of like people who watch "Nash Bridges."

Battlezone II

GENRE: Action/Strategy
RELEASE DATE: Q3 '99
DEVELOPER: Pandemic Studios
PUBLISHER: Activision



HERE KITTY KITTY This fella looks friendly, but it's best to keep a couple of inches of armor plating between the two of you.



IT'S BEAUTIFUL, MAN Explosions show off the power of the new graphics engine nicely.



SOMEBODY CALL THE JAWA'S LAWYER New vehicle physics, such as the recycler's treaded movement, will impact strategy when units have to contend with new environmental elements such as water.

the utility vehicles are in that category. Those vehicles won't be able to cross water or other obstacles that a hover-tank would glide right over, although the increased ability of the construction bots allows you to build bridges to overcome water obstacles. Your old favorites like the recycler will be back, along with other helper vehicles that will resupply you in the field.

Walkers will have limitations similar to those of tracked vehicles. They'll utilize skeletal animations and "process" animation (where movement is defined not by a human programmer but through mathematical operations that adhere closely to the physics model).

This time around, water will be playing a big role, so naturally there will be vehicles that travel exclusively underwater. A scout sub is modeled on the build we saw, and it looked really cool.

The vehicles controlled by the alien force, the Scion, look more, well, alien, and they are based on a development tree entirely different from that of the ISDF. Most of them will be able to transform into a different ship, with different weapons, physics, and other characteristics. For instance, a Scion tank will be able to morph into a scout.

War Is Beautiful

BZ2 is utilizing a brand-new graphics engine, and in the build we saw it looked absolutely amazing. Explosions are virtual flower blossoms of fire, streaking debris and billowing smoke. I guarantee that the first time a Scion tank erupts in front of you you'll be oohing and aahing like Cletus the slack-jawed yokel at his first Sea World 4th of July fireworks show. The new graphics engine also helps make the worlds themselves more fully realized and beautiful. Basic terrain is similar to that of the first game, but with the new flora and fauna, the worlds are much more alive than the desolate moons that served as the backdrop for BATTLEZONE.

Significant improvements are being made to the multiplayer game, focusing on the deathmatch and real-time-strategy modes and enhanced teamplay (which should feature some TEAM FORTRESS–style play, with defender, attacker, and commander character classes). They are also working on some anti-cheat measures to prevent online players from flooding their own ranks with, say, mortar bikes, to give themselves an advantage.

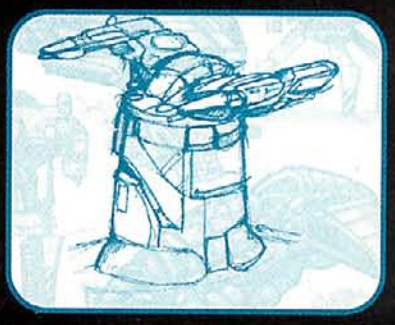
Developers at Pandemic have put a lot more effort into making the AI more human. Aside from enhancing the realism of single-player gameplay, the new AI will make it much more difficult to distinguish between human and bot opponents in multiplayer. Formerly, some online gamers were able to tell whether hover-tanks in their sights were driven by human opponents or AI wingmen simply by looking for tanks that strafe or that occasionally run away—a dead giveaway that your nemesis is driving and is therefore your primary target. Now, all computer-driven craft will try to behave more like live gamers.

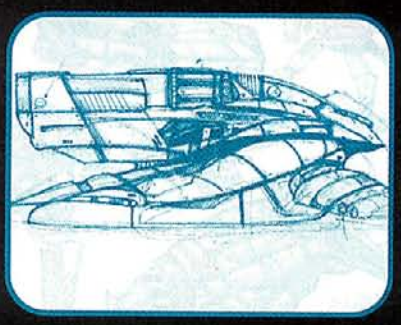
In a move that is sure to please hardcore fans of the title, a map editor will be included in BATTLEZONE II. You'll be allowed to edit terrain, change textures, and add buildings and wildlife. The Pandemic team is making a smart move in giving gamers more developing power; the more user mods created, the longer a game gets played—and the greater the chance for people to discover it.

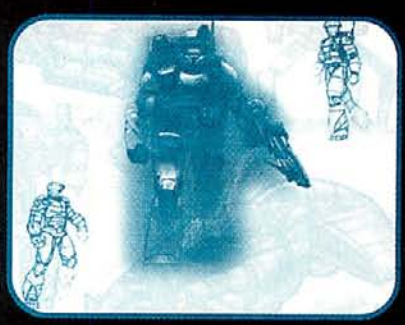
Pandemic, wisely, followed the adage "If it ain't broke, don't fix it" in developing this sequel. BATTLEZONE was a sublime title that developed a small yet fervent following of serious gamers. Those fans can be hard to please, but the significant improvements that appear to be in store for BATTLEZONE II suggest that those people won't be disappointed. And if there is any justice in the world, BATTLEZONE II will attract new fans and be the hit that BZ1 should have been. CGW

SKETCHY DETAILS

These concept sketches show how much attention was paid to improving the unit design.







It's a Matter of Scale in Psygnosis' Gorgeous Dragon Sim

Drakan: Order of the Flame

by Kenneth Johnson

Anne McCaffrey had the right idea when she decided to write books about riding dragons as opposed to merely slaying them. Dragons have traditionally been presented in fantasy works as powerful enemies that you had to kill. But most people I know would rather have control over a dragon than vanquish it. Now DRAKAN: ORDER OF THE FLAME, the first game from Surreal Software, gives gamers a chance to experience the rush of riding and controlling a dragon.

DRAKAN began life at Surreal as a technology demo of an underwater scuba diving game. Then, perhaps as a result of playing too much DUNGEON KEEPER, the developers came up with the idea of a game in which you could be a flying dragon. Their underwater-game engine seemed perfect for it.

But an engine, however sexy, does not by itself make for a compelling game. So DRAKAN spins a story in which you play Rynn, a beautiful warrior girl who ends up on a fantastic and dangerous quest to find her destiny and her family. One evening, Rynn and her little brother, Dylan, are walking home to their village when suddenly they are ambushed by a group of fierce, growling Wartoks. Drawing swords, Rynn and Dylan slay a few Wartoks, only to have the match end when the few remaining beasts charge and knock Rynn to the ground, leaving her for dead.

When Rynn awakens, her brother is nowhere to be found. Returning to her village, she discovers it has been attacked and the villagers have been carried off. A dying village elder tells Rynn of a book that can summon Arokh, the last surviving dragon of the Order. Eventually, Rynn and Arokh go through a bonding ritual to become dragon and rider, and they set off on a quest to discover the fate of the other villagers and find Dylan. Along the way, Rynn will have to rediscover the lost Order of the Flame and, through her special bond with Arokh, effect its rebirth.



FASHION SENSE While Rynn is probably as top-heavy as Lara Croft, at least she has the sense to wear pants and some protective armor.

Flying High

The 3D engine, which delivers a high degree of performance, was designed especially to accommodate scaling. This means you can be hovering high over a forest of tiny trees and then plunge down to swoop in among the branches, and as you get closer, more and more detail is revealed. The world geometry is stored in layers, which can be morphed and shaped. When rendered together, multiple layers appear seamless, and the design also emphasizes model sharing. Each object in the world—a tree, for instance—can have its own data, sounds, and textures, yet the mesh geometry is reused throughout the game.

The six distinct environments that make up the worlds of DRAKAN are stunningly beautiful. Large amounts of detail in the picturesque landscapes make them extremely realistic. The lovely night skies blend effortlessly with the ambient sounds of the forest: chirping crickets, the cries of birds, running water. Everything works together to convey a magical fairy-tale experience.

After bonding with Arokh, Rynn follows the trail of her brother's captors, journeying through a series of winding canyons to discover the Grimstone mines where the villagers have been taken. Emerging on the other side of the mountains, she encounters a lost tropical sea and journeys among its mysterious islands. Eventually she comes to the legendary city of Alwarren, built within the lava tubes of an ancient volcano. Each level seems to provide around two to three hours of play, and more if you really explore them. As you move further into the game the landscapes become wilder and more fantastical. When you move from one to another there is a short pause as the new level loads, but then the action picks right back up. The feeling that you have been pulled into this magical world is never disturbed by static loading screens; even the in-game engine manages to seamlessly convey all the storyline cut-scenes.

According to lead programmer Stewart Denman, one of the most interesting aspects of developing the game was the creation of the integrated ground and aerial combat system. Every attempt was made to make it easy to learn but also to allow its depth to be revealed as play progresses. There is a bond between Rynn and Arokh, and this symbiotic relationship is reinforced by the game's controls.

Playing DRAKAN should make action gamers feel right at home. There is a mouse-look feature that is a welcome carryover, as demonstrated by HERETIC II, from the first-person genre. Hard-core QUAKE players know that effective use of mouse look is critical for success in combat. DRAKAN is DirectInput-friendly, and the game offers a great deal of flexibility in configuring controls.

Killing With Dragons, Not Killing Dragons

Playing Rynn is lots of fun—she's not so much an acrobat, but she's quite the fighter. Not that she can't jump (she can), but DRAKAN's style of gameplay is more oriented toward combat and, when the situation does not favor fighting, the use of stealth. Rynn prefers to travel and fight on dragon-back. She doesn't gain new abilities based on experience; rather, she advances by getting better weapons. There are various magical weapons hidden within DRAKAN's worlds. Some of them are quite nifty, and each has a special effect,

Drakan

GENRE: Action
RELEASE DATE: Q3 '99
DEVELOPER: Psygnosis
PUBLISHER: Surreal Software



COUNTRY BUMPKIN This country-dwelling giant that Rynn is sneaking up to may look pretty big now, but he's nothing compared to his city-dwelling cousin, the War Giant.

like a sword wreathed in flames that ignites the creature it hits for added burn damage. The names, from John the Monster's Axe to Stewart's Hammer, add a lot of flavor as well.

Aerial combat is a blast—literally. Arokh has a variety of breath spells beyond basic fire breathing, including ice and poison gas. The flight model is designed to seem natural and to minimize disorientation. The dragon is a more stable firing platform when he is hovering than when moving, but circle strafing seems very effective against flying monsters like other dragons and giant insects. Arokh is susceptible to environmental effects; occasionally he'll be blown around by updrafts, for example. DRAKAN supports multiplayer deathmatch action for up to eight players over a LAN or the Internet.

The monsters can cooperate with each other in combat. If a lone Wartok sights Rynn he may go and get other Wartoks and come back with them. Wartoks can also exhibit degrees of alarm. For example, a Wartok may think he sees something moving in the shadows, and, not being sure if it is a threat, may choose to investigate before raising the alarm. There is a creature even bigger than Arokh called the War Giant; one step, and squish. The War Giant will pick up and throw anything it can get its hands on, including you. Rynn must sneak past this creature. The AI fires a beam of sight from the eyes of the giant, and he can spot Rynn if she moves into his line-of-sight.

DRAKAN delivers fast action, a wondrously deep storyline, and some of the most immersive and beautiful 3D environments yet to appear in a game. With a few exceptions, most adventure or action games that use a third-person perspective have been disappointing for one reason or another. Either gameplay is clichéd or camera control is awkward; often there are nightmare levels of repetitive platform jumping. DRAKAN, which at the time of this writing is just about to begin beta testing, could well change all that. We can't wait to see if this is the game that breathes new life into the third-person genre, upping the ante for what we'll come to expect from such games in the future. CGW

CG-ROM

Play the exclusive Drakan demo for yourself on this month's CD!





I WANNA FLY AWAY Alwarren is just one of the six main environments you'll fly through in DRAKAN.

Can Empire's Korean War Sim Challenge FALCON 4.0?

MiG Alley

by Denny Atkin

It was the pinnacle of the dogfight. The Korean War was the last of the pre-missile aerial conflicts, where getting a kill required the talent to get behind your enemy and stay there long enough to pump his airplane full of deadly lead. Unlike previous conflicts, much of the fighting involved jets on both sides, with chases at times pushing the sound barrier. Despite the unique and exciting nature of the conflict, however, it's rarely been visited in computer games. Now Empire and FLYING CORPS developer Rowan Software are giving the Korean conflict the attention it deserves with MIG ALLEY, a sim that looks set to challenge FALCON 4.0 in depth and CHUCK YEAGER'S AIR COMBAT in excitement.



ROCKET MAN Although outdated as a fighter, the F-80 is an effective ground-attack aircraft.

Aces Over the Yalu

Covering the entire course of the Korean War, MIG ALLEY lets you fly for either side. On the United States side, you'll be able to take the controls of the F-51D Mustang, F-80 Shooting Star, F-84 Thunderjet, and the F-86A, F-86E, and F-86F Sabres. Other Allied aircraft, such as F9F Panthers, A-1 Skyraiders, B-29 Superfortresses, and Gloster Meteors, will also make appearances, but they aren't player-flyable. If you choose to fly for the forces of Communism, you'll be able to support your comrades flying the MiG-15 and the improved MiG-15bis.



PULL OUT Two F-80s pull up after bombing a North Korean ground formation.

The sim's flight models have a good feel; accelerated stalls, spins, and energy bleed are well recreated, for example. But what's particularly impressive is the subtlety of the modeling. Early jet engines were slow at spooling up to power, a characteristic that killed more than a few experienced pilots. That's modeled here, as are aircraft-specific characteristics such as the MiG-15's deadly double-spiral spin. For even deeper "feel," MIG ALLEY supports force-feedback joysticks.

The early alpha version didn't yet have simplified flight models, but in the final release you'll be able to tune individual aspects of the model to best suit your flying prowess and experience. For example, if you're a beginner you'll be able to not only disable departures from controlled flight but also activate an autothrottle feature that will help you stay behind your target. Other options include flame-outs, wind effects, spins, airframe stress, external store drag and weight, torque/slipstreaming, and spool-up time.

The sim features virtual, 3D cockpits, rather than fixed bitmaps, that are replete with detail. Canopy reflections (which, although they've been appropriated by other sims, first appeared in an early MIG ALLEY screen shot) are particularly impressive, and they help you stay oriented when using padlock view. A full complement of scrolling and snap views helps maintain situational awareness. You'll be able to adjust target size to make up for the limited detail of the computer screen if you so choose, and toggle realistically restricted views, peripheral vision cues, and automatic padlocking.

Sightseeing

Aircraft models are sharp, with detailed textures, moving control surfaces, and intricately modeled landing gear and speed brakes. Damage textures will indicate bullet hits on your jet and the enemy.

The graphics engine has seen a complete rewrite since FLYING CORPS. With rolling hills and a wide variety of textures, it loses the "photo on a tabletop" feel of the earlier sim. Details abound, including roadways, bridges, buildings, and nicely textured runways. Terrain is based on actual aerial photography from the era as well as on later satellite imagery.

In addition to a wide variety of aerial targets, you'll find a ground war going on as well. Tanks and other vehicles are there now, and the developers promise that you'll be able to see individual soldiers scattering across the battlefield. Although special effects were still preliminary in the version I flew, Rowan promises impressive effects in the final version, including rocket smoke, tracers, and napalm explosions.

One very welcome feature that I was unable to test in the alpha version was a flight recorder, which will let you replay your combat missions. Particularly intriguing is a gun camera option, which will activate the camera when you press the trigger and leave it on

Mig Alley

GENRE: Simulation • **RELEASE DATE:** Q3 '99 • **DEVELOPER:** Rowan • **PUBLISHER:** Empire Interactive

long enough for weapons (air and ground) to hit home.



INSTRUMENTS OF DESTRUCTION Cockpits feature authentic, detailed 3D instrument panels.

Battle Hardened

MIG ALLEY will feature instant-action combat, as well as single missions that will help you earn your wings. The real meat, though, comes in the dynamic campaign. You can play out the entire war as a campaign, or choose one of five sections of the war, such as the Chinese Intervention or the Spring Offensive.

The Campaign Planner window is extremely powerful, yet quite accessible. The interface sports a docked row of buttons at the top of the screen and a scalable map of Korea below. Pop-up windows let you adjust mission parameters and view detailed information on weather, base status, mission frags, and other campaign-related matters.

How much control you choose to take over the campaign is purely up to you. You can take on the role of a single pilot and just fly individual missions generated by the campaign engine, or you can micromanage strikes by up to 96 aircraft per mission session. Most players will probably go for a happy medium, adjusting the waypoints and target objectives of their own flight and related support flights.

The Directives window gives you some influence over the campaign without forcing you to manage the details of every flight. Here you can divvy up your fighters and strike aircraft among air superiority, chose, supply, airfield, rail, road, and army interdiction missions, and the computer will generate the individual missions. The missions may actually consist of a number of flights. For instance, a sortie to take out a bridge may have B-26 bombers tasked with taking out the bridge, F-80 Shooting Stars taking out AAA sites, and F-84 Thunderjets providing air cover.



PRIME DIRECTIVE You can control the general tone of the campaign—rather than having to micromanage missions—by setting target directives for combat flights.

On to the Parallel

Multiplayer fans will be happy to know that in addition to playing deathmatch and team melee missions you'll also be able to fly cooperatively and antagonistically in single missions and in the campaign. You'll even have the option of customizing the nose art of your plane in multiplayer missions.

Looking at the alpha version, it's easy to see how this title has been delayed—its campaign looks nearly as ambitious as FALCON 4.0's. Empire says the sim will be ready for release in July, but from the completion level at press time that seems a little optimistic. Still, it appears MIG ALLEY will be well worth the wait. CGW



ON TARGET The dynamic campaign engine will generate missions for you, but you can modify any aspect of a mission or create new ones from scratch.

COME VISIT THE PSYCHO FRIENDS NETWORK

$0.00 PER MIN.

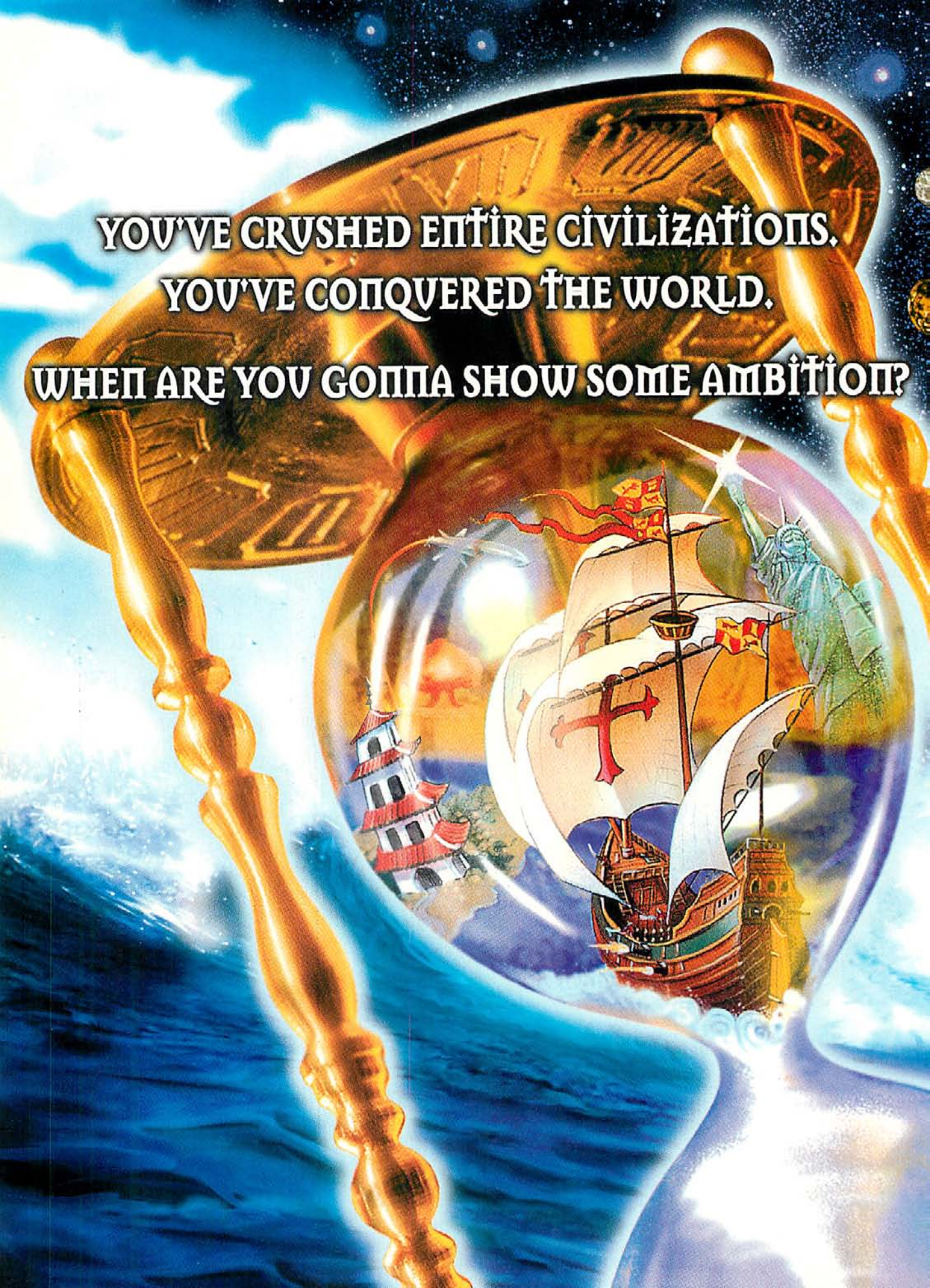
A PSYCHO IS STANDING BY TO FRAG YOU AT WWW.HEAT.NET

FAST FREE ONLINE GAMING
HEAT.NET

PLAY FOR KEEPS

© 1999 SegaSoft Networks, Inc. HEAT and HEAT.NET are trademarks of SegaSoft Networks, Inc. All rights reserved.

Go to #060 @ www.computergaming.com/infolink


YOU'VE CRUSHED ENTIRE CIVILIZATIONS.
YOU'VE CONQUERED THE WORLD.
WHEN ARE YOU GONNA SHOW SOME AMBITION?

Three momentous games, each with linked, multi-layered worlds. Let the conquest begin.

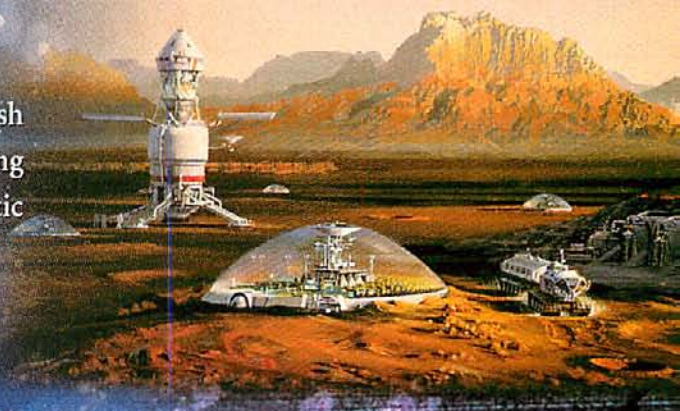


The Original Civilization II

You'll get the classic Civilization II, with updated graphics and extended gameplay into an unknown star system with dangers you've never seen. Plus there are more units, advances, and terrain than any other Civilization title.

Universe of Lalande 21185

The Sci-Fi game transforms your reality when you crash land and colonize a terran planet. From inhabiting deserted space stations to the deadly gas giant, fantastic alien civilizations stand between you and victory.





World of Midgard

The Fantasy game may start you high in the clouds, beneath the sea, or deep within the bowels of the earth to engage in battles of magical and military might with the races who rule there.

With all this plus multi-play for up to seven people, this is a Civilization where only the most ambitious will prevail.

The next chapter of the greatest strategy game ever.

CIVILIZATION II
TEST OF TIME™





RP

HASBRO Interactive

In stores August 1999

©1999 Hasbro Interactive, Inc. All Rights Reserved.

MICROPROSE
www.microprose.com

Your Chance to Kick Rommel's Nazi Butt out of North Africa

by Denny Atkin

Sand choked the engines, rendering expensive machines of war useless hunks of metal. Soldiers fought in the desolate expanses of desert, hundreds of miles from supplies of ammo and water. North Africa during WWII was an unforgiving, inhospitable battlefield. Now Dynamix is giving you the opportunity to battle over this theater in DESERT FIGHTERS.



Desert Fighters

Battle of Supplies

It certainly doesn't sound glamorous, but the North African "Battle of Supplies" lends itself to a very strategic campaign, one where the sim's designers can cause individual pilots' actions to have a realistic effect on the progress of the war. In most circumstances a single mission having dramatic effects on the outcome of a campaign is pretty unrealistic, unless you happen to shoot down Yamamoto or Goering. But taking out a supply convoy or shooting down a couple of loaded transport planes can cripple a force that's pushing its lines through the deep desert, cutting off vital fuel, ammo, parts, and rations.

DESERT FIGHTERS features a dynamic campaign that tracks the progress of the war based on this supply-line theory. The types of missions generated and units encountered are based on the current supply levels on each side. Wipe out a series of enemy convoys and you'll likely face reduced opposition. But if your own supply lines start to get stretched out, expect to see fewer aircraft fielded on your own side.

You can enter the campaign at four points in the war. Depending on which you choose, you'll fly 50 to 200 missions. When you're ready to fly, you'll be presented with an assortment of available campaign missions. Sortie types include sweep, offensive and defensive patrols, combat air patrol, scramble, and close support. You'll be tasked with escorting light and heavy bomber raids, recon craft, mine-laying planes, and close-support aircraft. At times, you'll be tasked with interdicting supplies, communications, or infrastructure targets. There's no mission editing here—the sim puts you in the role of a pilot without planning responsibilities.

Look for a variety of ground targets, including rail and vehicle bridges, mechanized columns, warship convoys, tanks, railroad stations and marshalling yards, radar sites, infantry, and seaplane launches. And while most of the existing WWII sims feature missions in which the only enemies you encounter are associated with your mission, here you'll be able to look forward to plenty of random encounters. While flying, you may run into enemy fighters engaged with allied bombers, friendly aircraft attacking ground targets, or even vulnerable enemy subs resupplying on the surface next to a tender ship.

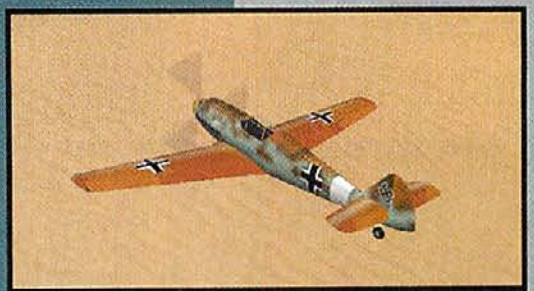
Of course, if you're learning the sim and not ready to commit to a 50-mission tour, you can fly single missions as well. These are generated by the campaign engine (you'll be able to adjust many settings, such as the types of missions and planes in the air, as in the ACES games), so you'll find lots of replayability here.

Coordinated Attacks

DESERT FIGHTERS is slated to feature a robust set of multiplayer options. Melee and Team Melee games give players points for shooting down other players and destroying ground targets. King of the Hill is basically a game of tag. The "king" can score points for shooting down other aircraft. Other players become king (there will be one king for every eight fliers) by shooting down the current king.

In the Courier game, one player on one team is given the task of being the courier, and will be told to fly to a specific airfield to land. After landing, the pilot can rearm and refuel, and then he'll be given a new target to fly to. Each successful landing scores points for your team. Nobody else, friend or enemy, knows who the courier is, so he can choose to tell his buddies and have them fly escort or go it alone and let the others distract the enemy.

Finally, there's War, which is similar to Team Melee but adds territory capture, target persistence, and aircraft repair to the equation. Airfields and strategic



HUN AT 100 A Bf-109 skims the dunes. The sand texture gives a great sense of speed at low altitudes.

Desert Fighters

GENRE: Simulation
RELEASE DATE: Q4 '99
DEVELOPER: Dynamix
PUBLISHER: Sierra



JERRY DOWN A Messerschmitt puffs smoke as it heads toward a crash landing. Dynamix is promising dramatic damage effects.

landmarks will have antitank and antiaircraft guns around them. Columns of tanks will head towards those targets, and if all the antitank guns have been knocked out around a target, it's captured.

These multiplayer modes will all support up to 64 players via the Internet. If RED BARON 3D is any indication, performance should be pretty smooth even with that heavy a load. Dynamix developers also addressed those times when you have buddies over and you want to fly competitively, but you have only a single computer. In Hotseat Swap mode, you'll fly a mission and then receive a score. Then your friends can fly the exact same mission, facing the same enemies, and get scored on their performance.

Putting It All Together

The attention to detail throughout the sim was evident even in the early alpha version I took for a spin. Flight models will be adjustable, with the most realistic modes featuring stalls, spins, differing roll rates at various altitudes and airspeeds, and even compressibility buffeting. Characteristics of specific planes, such as the P-51's Dutch Roll problems, will also be modeled. Damage will affect how your plane handles. A damaged wing will have more drag than an undamaged one; damaged controls will reduce your control authority.

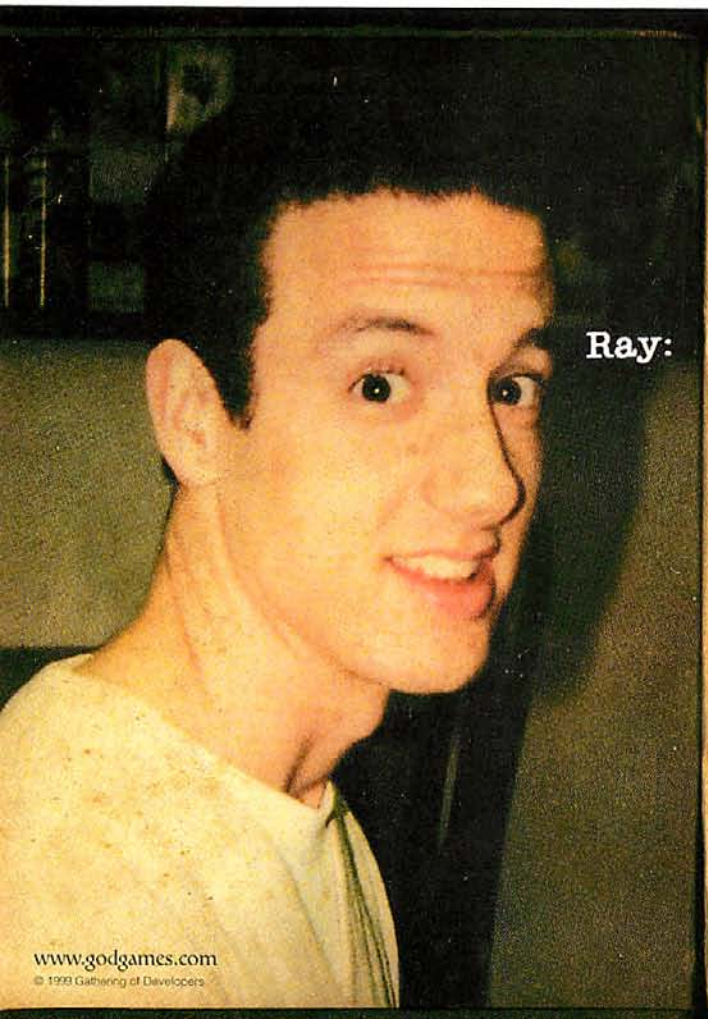


Macchi MC.202

Just Plane Cool

Aviation history buffs rejoice: DESERT FIGHTERS is going to give you an opportunity to fly some rarely simulated aircraft. Along with such staples as multiple models of the Hurricane, Spitfire, P-40, and Messerschmitt 109 (complete with the big tropical air filters on their noses), you'll be able to fly the Italian Macchi MC.200, MC.202, and MC.205, as well as the Stuka and Savoia-Marchetti SM.91. And Mustang fans will be given their first chance to fly the Allison-powered P-51A, as well as the A-36 Apache dive-bomber variant of the Mustang. The team also hopes to have time to slip in flyable versions of the Bristol Beaufighter, FW-190, and P-39.

Among the computer-controlled aircraft will be the Douglas A-20 Boston/Havoc, the Bristol Blenheim, the B-24 Liberator, Junkers Ju-52 and Ju-88, and the Savoia-Marchetti SM-79. The team also hopes to work in planes such as the Westland Lysander, Fiesler Storch, Regianne Re-2001, and PBY Catalina.







Fearless warrior.
Powerful, chiseled, god-like physique.
Experienced forester.
Strikes fear into the heart of the most hardened villain.
Sleeps with one eye open.
Brooding. Mysterious. Intense. Intimidating.
Known to many as Ray the Beheader.
Wit and intelligence charm townspeople and defeat enemies.
Willing to give life in the fight against the dragon.
Raw animal magnetism makes him quite popular with the wenches.

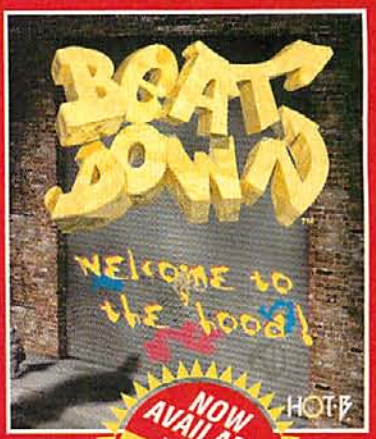
DARKSTONE

Go to #123 @ www.computergaming.com/infolink

HUSTLIN' MUGGIN' AND KICKIN' BUTT!

BEAT DOWN™

welcome to the 'hood...



NOW AVAILABLE
NEW GENRE
URBAN-ACTION/ STRATEGY GAME







Lead a gang, control turf, build a power base and destroy your rivals on the mean streets of *BeatDown*. Real-time, mission-based urban action takes you where no game has gone. Compete head-to-head with up to four players via Internet or LAN



GET READY FOR A *BeatDown!*

HOT-B®

415/567-9501
http://www.hotb.com
email: beatdown@hotb.com

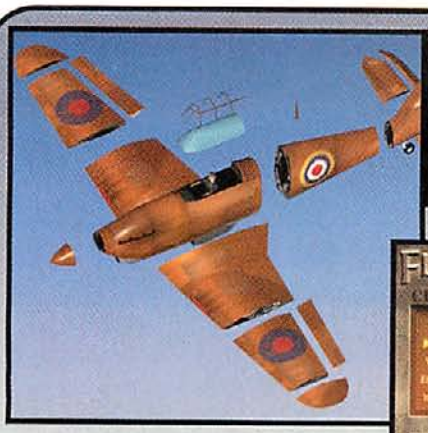
MULTI-PLAYER NETWORKING

PC CD-ROM

TEEN T AGES 13+ CONTENT RATED BY ESRB

DEVELOPED BY SOAR SOFTWARE™

©1998 HOT-B USA, Inc. and Soar Software Corp. All rights reserved. HOT-B is a registered trademark of HOT-B USA, Inc. SOAR SOFTWARE is a trademark of Soar Software Corp. All other trademarks are the property of their respective owners.



HURRICANE PUNCH A breakdown of the Hawker Hurricane; expect aircraft to lose parts and major structures as they're damaged.

Although the AI was still in flight school in the version I looked at, it has noteworthy aspirations. Computer pilots will look at the tactical situation and use boom-and-zoom or turning tactics, as appropriate. You should see planes executing real maneuvers, such as high yo-yos, while attacking targets. Skill, experience, and fatigue will figure into AI pilot performance.

Visuals were already impressive in the early version, with sand texture giving a good sense of speed at low altitude. Expect to see some impressive damage effects, but perhaps not to the "Hollywood" extent of WW2 FIGHTERS. Although the graphic engine is based on that of STARSEIGE: TRIBES, the amount of fogging has been significantly reduced, and you should have no problems viewing the horizon at a distance. Both 3dfx Glide and OpenGL will be supported. There should be plenty of aural stimulation, with lots of detail in the sound effects department. Expect different sounds, for instance, depending on what kind of shell is hitting your plane, and whether it's hitting solid metal or stressed skin.

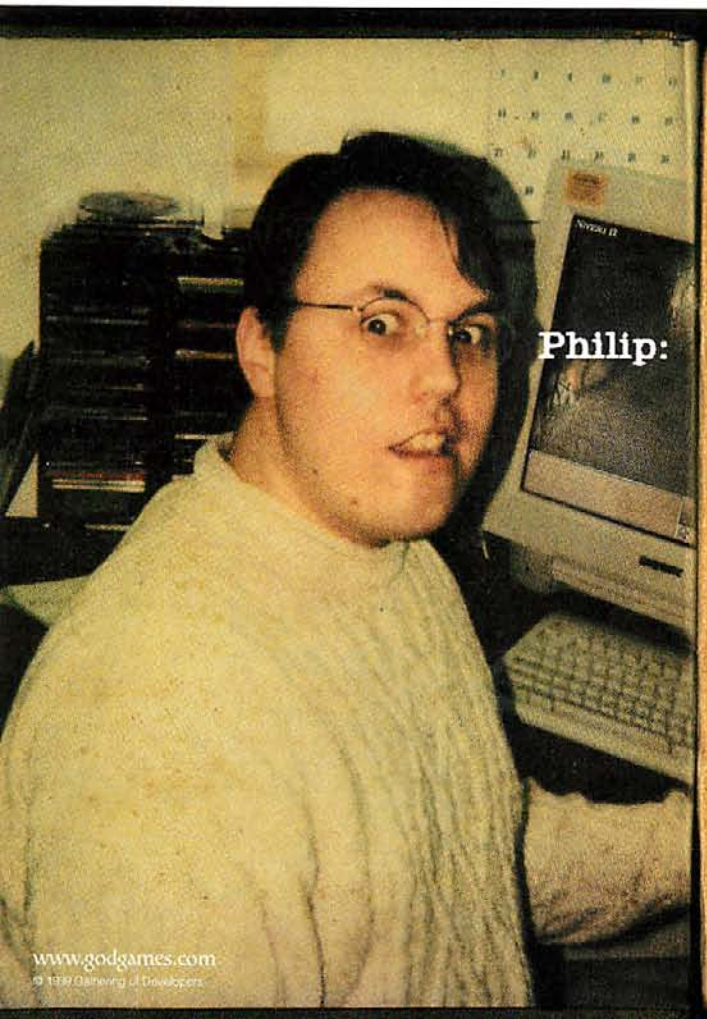
With a solid foundation from its predecessors and an admirable attention to detail, DESERT FIGHTERS looks promising. The unique fleet of aircraft alone has us anxious to join up. CGW



INSTANT GRATIFICATION Along with the dynamic campaign, the sim will also generate missions of various types on the fly.



FRAME JOB The 109's cockpit under construction in 3D Studio; all the planes will have full virtual cockpits.

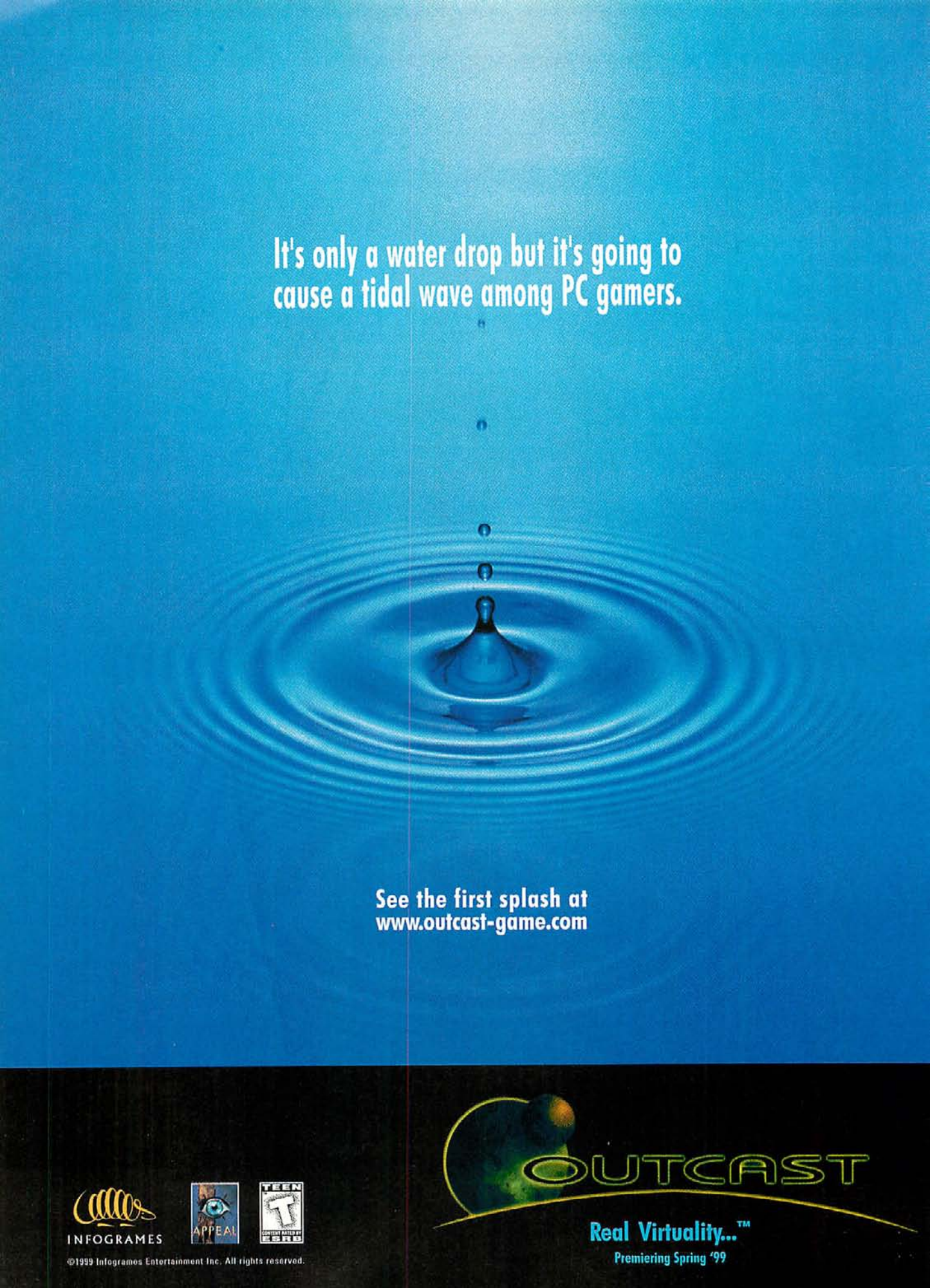


Devoted monk.
Servant of the light.
Walks through the valley of death with a broadsword.
Charismatic faith healer whose personal charm wields enormous power.
Sought out for his wisdom and loving kindness.
Held in reverence by all who cross his path.
Dogmatic about saving souls from the dragon and the devil.
Greatest triumph: releasing an entire village from an evil spell.
Once slayed 30 lizardmen. And it was good.
Vow of celibacy tested daily due to the effect his otherworldly sex appeal has on the womenfolk.



DARKSTONE

Go to #123 @ www.computergaming.com/infolink


It's only a water drop but it's going to cause a tidal wave among PC gamers.
See the first splash at www.outcast-game.com
INFOGRAMES
APPEAL
TEEN
T
CONTENT RATED BY ESRB
©1999 Infogrames Entertainment Inc. All rights reserved.
OUTCAST
Real Virtuality...™
Premiering Spring '99

Flash Point

WWIII—Up Close and Personal

by Thierry Nguyen

All of a sudden, hybrid games are the Next Big Thing, as publishers try to break out of the genre niches for which they've become famous (or infamous). In this case, Interactive Magic's FLASH POINT seems designed to reach the fast-growing action-strategy market.

The premise is that World War III has become a reality. In the aftermath of nuclear attacks by both sides in the war, the planet has been reduced to a wasteland, except for a series of islands named Abel, Cain, and Eden. Now, the two sides have agreed to fight a nice, traditional war on these islands, and whoever wins the battle wins the primo living space.

You'll be fighting in one of two dynamic campaigns in which the mission types vary based on your performance rather than follow a pre-scripted plan. You might begin with a simple reconnaissance mission; once it is complete, your orders will be updated. In some missions you hold a piece of land; in others you storm in and capture a fuel dump or vital road junction. Since the missions take place all over an island, there's a time-compression option for traveling, in case you don't want to sit down in a jeep and go through the entire ride in realtime.

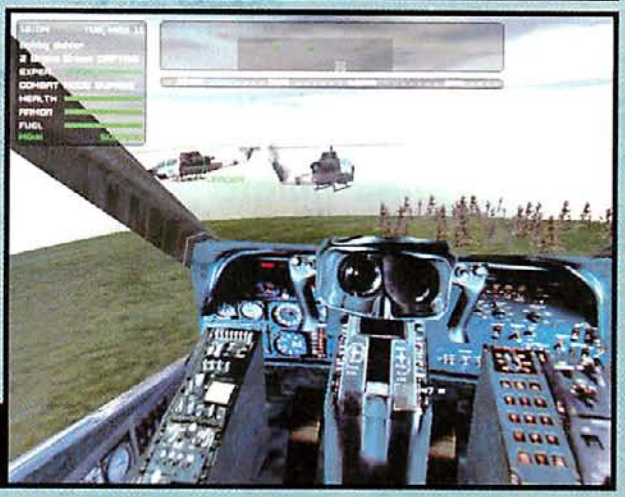
You start off as a lowly grunt taking orders. As you progress in rank, your power increases in a couple of ways. One is that you'll be able to pilot or drive some of the many vehicles employed by the side you're fighting for. I didn't get to see a real flight model when I sampled the A-10 in the alpha build, but when it's added it should be a bonus feature for anyone who plays both sims and action-strategy games.

The most important factor in rank is that as the campaign progresses you'll have the opportunity to command other squadmates. The interface for squad command is quite straightforward. Just click on the icons representing the soldiers you want to command, then select a command from the dropdown menu, and finally click on either a target or a destination.

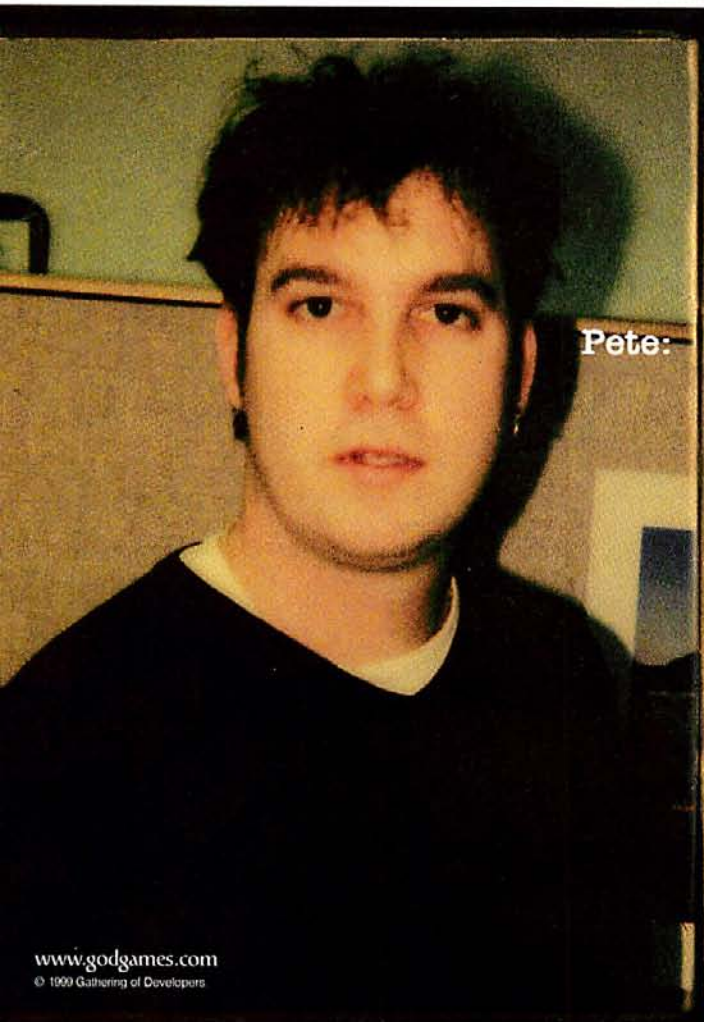
FLASH POINT looks like a unique game that will pull off the "footsoldier who can hop into vehicles and drive" trick as well as add something new to the action-strategy genre overall. As one editor put it, FLASH POINT seems a little like "Saving Private Ryan: The Game." Let's hope that it gets the development care it needs to justify that lofty comparison. CGW

Flash Point

GENRE: Action/Strategy
RELEASE DATE: Q3 '99
DEVELOPER: Interactive Magic
PUBLISHER: Bohemian Interactive



WAGNER'S FAVORITE RIDE When you reach the appropriate rank, you can pilot the game's various vehicles.



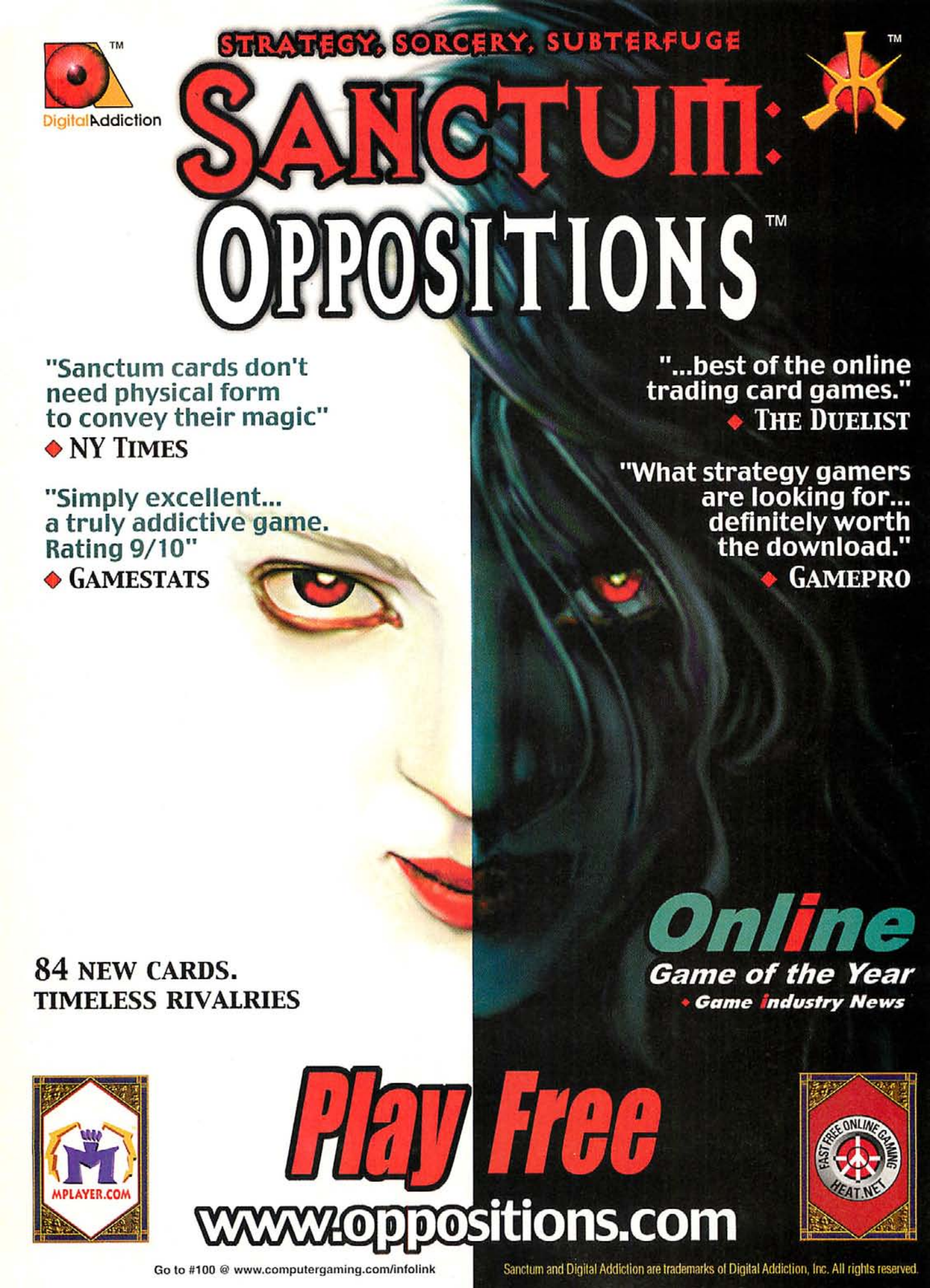
www.godgames.com
© 1999 Gathering of Developers

Ravishing sorceress.
36-22-34.
Intuitive, intelligent, and deadly.
Perfect physical specimen.
Legs inspire lust in knights, rogues, and warriors.
Uses powers for good, not evil.
Rebukes all suitors.
Harnesses magic energy through communion.
Will morph into a werewolf if provoked.
Interests include decoding secret messages and experimenting with arcane spells.
Meditation promotes luminous complexion.
Maintains girlish figure with daily swordplay.



DARKSTONE

Go to #123 @ www.computergaming.com/infolink



Go to #100 @ www.computergaming.com/infolink

Sanctum and Digital Addiction are trademarks of Digital Addiction, Inc. All rights reserved.



LIMPING ALONG Damage is indicated both by a meter in a corner and by your car's appearance.



METALLIC BLOODHOUND Playing as a cop in Hot Pursuit mode now gives you a helicopter for tracking down traffic offenders and lets you hop between different cops.

Need for Speed: High Stakes

GENRE: Driving • **RELEASE DATE:** Q3 '99
DEVELOPER: EA Seattle • **PUBLISHER:** EA

Need for Speed: High Stakes

Damage Feature Adds Spice to EA Series

by Thierry Nguyen

One of the best adrenaline highs comes from the feeling of danger. Developers at EA are well aware of that, judging from a feature they're introducing in the next NEED FOR SPEED game. Sure, it's pretty thrilling to be chased by cops while driving a Lamborghini Diablo, but what if you weren't invincible? What if you had something on the line besides a record? That's the premise behind NEED FOR SPEED: HIGH STAKES (NFS: HS).

There are two significant additions in NFS: HS: the damage model and the Career Play mode. Remember the times when you'd let yourself bounce off a wall and keep on driving? Well, you might want to start avoiding that, because now you can seriously bang up your car. Not only will your car be visibly damaged, but the damage will affect your performance. Of course, for gamers who crave sheer speed without consequences, there's the option of turning the damage model off.

The Career Play mode is EA's attempt to personalize the game by requiring that players earn the money needed for their cars. Want that nice McLaren F1? Good luck in saving enough cash and winning enough races to afford it. EA hopes that players become more attached to their cars when they know that they had to earn it and have the ability to modify it after buying it. They even put the player's name on the license plate.

In addition to the damage model and Career Play, NFS: HS adds a bunch of other enhancements and tweaks. For one thing, there's now a 3D virtual dashboard, to more completely immerse the player in the racing experience. Also, when playing as a cop in Hot Pursuit mode, you can now shift control to another cop car, so if a fellow AI cop gets closer to the suspect, you can take over for him for the finishing touch.

Of course, there will also be a new set of cars. Old familiars like Ferrari and Lamborghini will be there, along with new faces like Mercedes and BMW. Like its predecessor, NFS: HS will have some bonus cars that we don't yet know about, and after release, EA will offer new cars for download.

All in all, EA wasn't content with just tossing in new cars and tracks for their next game; they went the extra mile and added a whole new gameplay mode and damage model. We're glad of that, and we look forward to driving our new wheels when the game hits the streets this July. CGW







•Fully 3-D characters and environment

•Simultaneous control of 2 characters

•Random Quest Generator ensures maximum playability

•Manual camera control allows you to rotate 360 degrees and zoom in and out

•100 different enemies based on 30 different characters

•22 weapons and 32 spells

•Supports multiplayer mode

Developed by Delphine Software Inc.

GATHERING OF DEVELOPERS

Dark-stone is a trademark of Delphine Software Inc. Gathering of Developers and godgames are trademarks of Gathering of Developers, Inc. All other trademarks and trade names are properties of their respective owners. © 1999 Gathering of Developers. All Rights Reserved.

Bid farewell to your former self.

Enter the world of Darkstone and leave your identity at the door. Surviving this medieval world, living under the shadow of a nefarious dragon, will require nothing less than a complete transformation. As a knight, monk, thief, or sorcerer, you will creep through dungeons, explore towns and wilderness, and slay armies of nasty enemies on your quest to collect the seven orbs that can defeat your firebreathing nemesis. Look deep inside yourself. Is there a dragon slayer within?

DARKSTONE

Go to #123 @ www.computergaming.com/infolink



PLANESCAPE TORMENT & DESIGN: ©1999 Interplay Productions. All Rights Reserved. Bioware Infinity Engine ©1998 Bioware Corp. Portions ©1998 TSR, Inc. Torment, Planescape, the Planescape logo, Advanced Dungeons & Dragons, the AD&D logo, and the TSR logo are trademarks of TSR, Inc., a subsidiary of Wizards of the Coast, Inc., and are used by Interplay under license. All Rights Reserved. Interplay, the Interplay logo, Black Isle Studios and the Black Isle Studios logo, and "By Gamers. For Gamers." are trademarks of Interplay Entertainment Corp. All Rights Reserved. Bioware Infinity Engine and the BioWare logo are trademarks of Bioware Corp. All Rights Reserved. Windows®95 and Windows®98 are registered trademarks of Microsoft Corporation. All Rights Reserved. All other trademarks and copyrights are property of their respective owners.

The Next Epic RPG from Black Isle Studios, the Producers of Baldur's Gate™ and Fallout™2

PLANESCAPE™ TORMENT™

Welcome to Sigil, the "City of Doors," a place with gates that lead anywhere in existence, provided you have the proper key. It is a neutral ground and watering hole for races across the multiverse, all under the watchful shadow of the Lady of Pain, the enigmatic ruler of the city. It is a place where the word is mightier than the sword, where thought defines reality, where belief has the power to reshape worlds and change the laws of physics.



Character creation is just the beginning - throughout the game your character adapts to fit your own personal gaming style.



The Planescape universe is a setting you've NEVER experienced before, filled with sharp-edged visuals, bizarre adversaries, and strange magics.



Encounter inventory items with personalities. Manage an unpredictable party of the strangest allies to walk the faces of alternate planes.



You can regenerate, speak with the dead, and have magical immunities. You're a power to be RECKONED with. Unfortunately, so is everyone else.

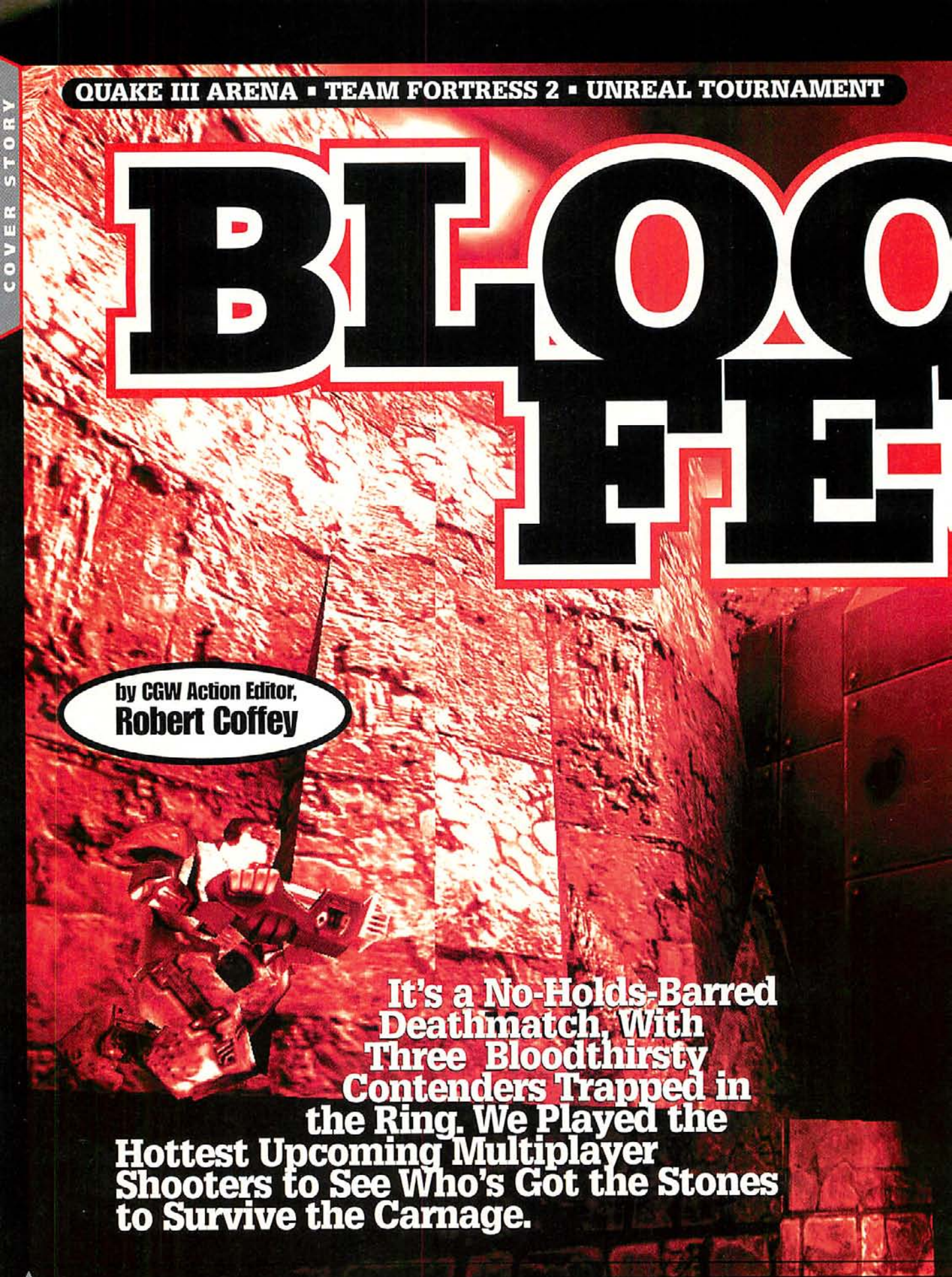
www.planescape-torment.com

Go to #261 @ www.computergaming.com/infolink

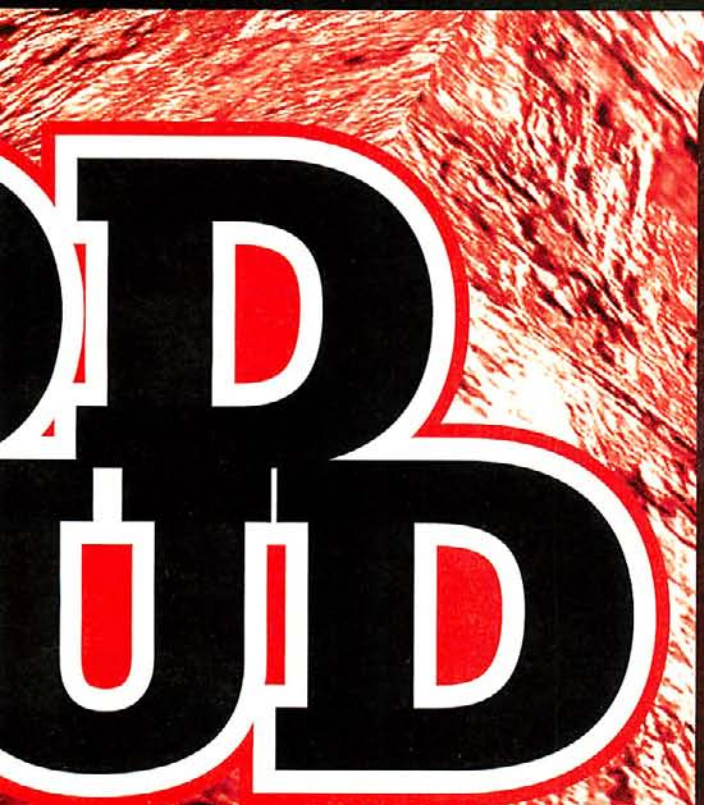
QUAKE III ARENA ▪ TEAM FORTRESS 2 ▪ UNREAL TOURNAMENT

BLOOD

by CGW Action Editor,
Robert Coffey



It's a No-Holds-Barred Deathmatch, With Three Bloodthirsty Contenders Trapped in the Ring. We Played the Hottest Upcoming Multiplayer Shooters to See Who's Got the Stones to Survive the Carnage.



Quake III: Arena 77
Genre: Shooter • Release Date: Q3 '99
Developer: id Software • Publisher: Activision

Team Fortress 2 78
Genre: Shooter • Release Date: Q4 '99
Developer: Valve • Publisher: Sierra Studios

Unreal Tournament 85
Genre: Shooter • Release Date: Q3 '99
Developer: Epic Games • Publisher: GT Interactive

Quake III: Arena

Can the Once and Future King of DeathMatch Hold Its Throne of Blood?

QUAKE games, the undisputed masters of the first-person shooter and the DeathMatch, have always stood hip-deep in the gory offal of their competitors. Repeatedly setting the standard for brutally enthralling action, the demented geniuses of id Software have spawned a rabid community of gamers who revel in the virtual fragging of both friends and strangers across LANs and the Internet. But in the wake of new stars like Valve's HALF-LIFE and id's own surprising decision to focus gameplay strictly on the multiplayer side of the equation, QUAKE III: ARENA (Q3A) is the first id release to beg the question, "Will it be worth it?"

The short answer? You bet your ass.

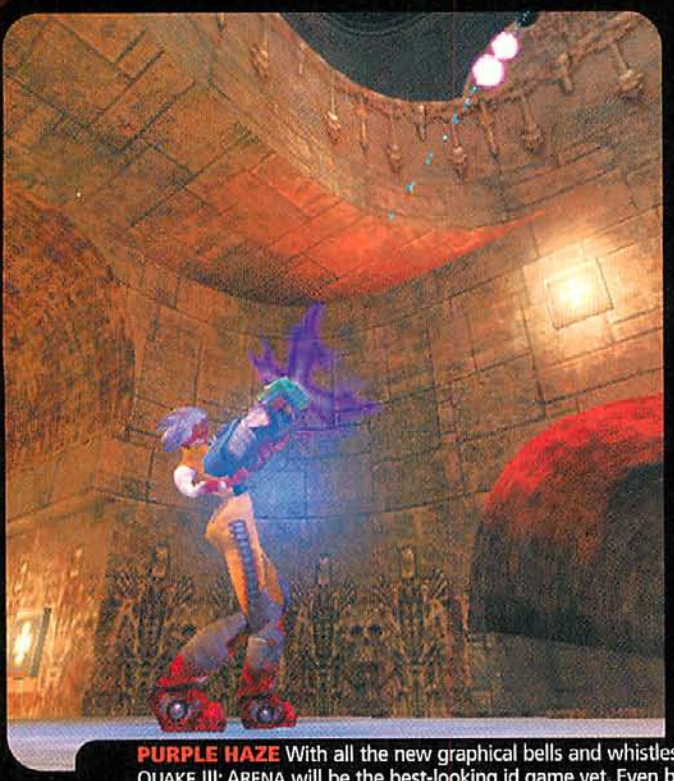
The Big Picture

"After the multiplayer experience in QUAKE III, nobody will need to play any other multiplayer game. We have created the most perfect DeathMatch game." From anyone other than Tim Willits, lead level designer for Q3A, it would be easy to dismiss such a strong statement as little more than careless braggadocio, but given id's track record, such a statement practically borders on prophecy.

While forgoing the traditional, story-driven single-player game may seem an incredibly risky move, let's face facts: The plots of the QUAKE games weren't going to win any Pulitzer prizes. In fact, as challenging as the single-player component was, many gamers played the games solely against other people, eschewing the solo experience entirely. Recognizing that group carnage was what it does best, id has simply narrowed its focus to make the definitive DeathMatch game.

Part of that focus is on facilitating connectivity. According to Todd Hollenshead, id's CEO, when Q3A ships, gamers should be able to connect to an Internet game "in no more than three clicks" with the ability to log on to a Quakeworld server through their browser. This will let id use banner information for game updates and will allow gamers to bookmark their favorite servers.

Once connectivity is dealt with, the challenge is to keep frustration, specifically game-souring lag time, at bay. By id's own admission, Q3A will use pretty much all the bandwidth of a 56K modem while utilizing a completely new networking structure to milk bandwidth for all it's worth. The good news is that the look of the game won't suffer at the expense of speed. Kenneth Scott and Paul Steed have created character models that are the epitome of the brutish nightmares gamers have come to expect of id. Each of the



PURPLE HAZE With all the new graphical bells and whistles, QUAKE III: ARENA will be the best-looking id game yet. Even better, gamers will be able to customize some weapon effects, like the purple trail of this rail gun, to give their death-dealing a personal touch.

Quake III: Arena (continued)

13 models has an 800-, 500-, and 300-polygon version, letting the game save bandwidth by swapping in lower-polygon models when figures are at a distance. And hard-core 3D graphics aficionados will be happy to know id has opted for a three-point animation scheme that may not be as flashy as the trendy skeletal animation of other games but blesses players with the most efficient vertex deformation for online play.

Finally, id plans for Q3A to standardize the rules for DeathMatch and other games used for tournament play. It's a pretty crafty goal on their part: By becoming the definitive authority on the rules of play, they set Q3A up as the definitive mode of play.

The Single-Player Experience

The primary goal of Q3A's single-player game is to lessen the intimidation factor of online DeathMatching for newcomers (while the game will ship with Capture the Flag and perhaps some other mods, they won't be available in single-player mode). To that end, the

Team Fortress 2

Valve Goes to War in the Follow-Up to HALF-LIFE

"Someone's going to do it right. Someone's going to get it right. And when they do, it's going to be huge." Gabe Newell, managing director of Valve, is certain that rampant online multiplayer gaming is about to sweep not only the gaming community but the nation as well. With the prices on Internet-ready PCs dropping faster than Ally McBeal's weight, Newell and the rest of Valve believe the time is ripe for a multiplayer game to enjoy a level of popularity commensurate with that of television.

TEAM FORTRESS 2, Valve's first release following the ground-breaking HALF-LIFE, could just be that game.

The Big Picture

The chief goal of TF2 is to get players to run with, to work with, and to rely on their teammates. By providing the uniquely compelling social experience that true teamplay inspires, and by designing a game that will allow even casual players to succeed, the people at Valve are hoping to launch TF2 to the top of the multiplayer heap.

Getting gamers immediately into the action is paramount, and to that end TF2 sports a WWII feel instantly recognizable to anyone who's ever seen a war movie. A large part of that comes courtesy of maps that really play up the feel of small European towns and villages, with cobblestone streets, narrow roads, snaking alleyways, and a plethora of prime sniping spots. Gamers will choose from a variety of unique classes, including field medics, rocket infantrymen, snipers, spies, and remote commanders who aren't even on the battlefield, to wage war together against teams of other warriors.

TF2's gritty and realistic models utilize Intel's Multi-Resolution Mesh (MRM) technology to create the most lifelike avatars we've seen. These MRMs dynamically scale back a model's polygon count at distances with no discernible loss of quality. By scaling a 1,500-poly model to as little as 400, MRM gives the artists the opportunity to create highly detailed models—complete with swinging gun straps and true 3D gear—without putting a drag on frame-rate. The MRMs will also allow gamers with less-robust machines to run the

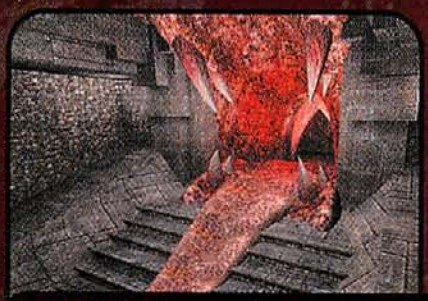
game has scalable skill levels to ensure that even the clumsiest keyboard player will be able to succeed. But what's truly revolutionary is the way the game handles the escalating challenges of its 40 or so levels.

While the bots that solo fraggers will face will increase in difficulty, they are not locked in at a preset difficulty level and will actually adjust dynamically to your skills. Beat a level and the bots on the next one will be tougher. Get stuck long enough on one map and the bots will very gradually dull their skills until they reach a point where you can beat them, while still being challenged.

Incentive to finish the game comes in the form of rankings and awards that might be carried over to players' online stats. And while there are no bosses per se, the single-player game will include six or seven bots with voices and definite characters that will taunt you mercilessly—yet another motivator for players to finish the game.



GUERRILLAS IN THE MIST Volumetric fog will give some maps a tense, claustrophobic feel as gamers are concealed from each other until they're at point-blank range.



OPEN WIDE How organic can true curved surfaces make a level appear? How about this doorway, with its giant lolling tongue leading to the fanged maw within?

Battling the Bots

"The goal is to piss you off." Such is the lofty aspiration of bot programmer John Cash. "The trick," he says, "is to do it without cheating."

Designing opponents to behave like unpredictable humans is incredibly challenging, so the temptation for cheating is understandable. But Cash is adamant that his bots not cheat. To that end, he's zeroing in on creating bots so human that they don't *have* to cheat.

In order to create believable adversaries, Cash is moving away from the *über*-player style of other games' bots—bots that never miss, always know where you are, can suddenly increase their speed, and so forth—to programming bot tendencies across a wide range of attributes that affect their behavior. Bots will be rated in aiming skill, map knowledge, long/short-range preference, reaction time, weapon preference, desire for armor, health level priorities, aggression, hearing, and more. At any given moment in a game, the bots will analyze their situation and then decide upon an action according to their attributes.

Since the ratings are all soft numbers, the bots will enjoy distinct playing styles while still maintaining a degree of unpredictability. This allows you to adjust to a bot's particular combat style while still requiring you to watch out for unusual behavior. For example, a bot who generally runs scared when injured may suddenly decide to take some extra damage when it thinks it has a shot at finishing you off.

The soft ratings also let the game create bots that are challenging in a variety of ways. Easy bots can be bots that never miss but won't react until you're on top of them, or bots who can always find you but never hit you. The rating system gives Q3A one other advantage: the ability to customize bots for practicing against certain skill sets. It's still undecided whether this will require editing a text file or implementation through a menu system, but id is definitely leaning toward allowing gamers to create a digital version of that jerk at the office who always beats you.

Cash is abandoning the programming tendency to plot bot movement across a series of waypoints—a method that both increases predictability and creates other problems, such as bots that can't handle platforms. Instead, Cash's bots analyze



game in a dynamically lower resolution to maintain a high frame-rate for them as well. The model believability even extends to syncing the movement of their mouths with the words of players' voices.

And voice support is a huge part of TF2's design. While real-time voice obviously allows for more detailed communication between players, it also is a vital part of the social experience that Valve hopes to create. However, voice won't be just a big sloppy open channel; instead, it will follow a command hierarchy, with only commanders permitted to broadcast teamwide messages. Squad members will normally be able to talk only to each other, but they'll also be able to broadcast to the entire team with their commander's permission.

HALF-LIFE 2

After the incredible experience of HALF-LIFE, gamers are understandably hungry for a sequel. While Valve isn't saying much right now, we have it on good authority that a small team of about five has already started preliminary work on what may be the most hotly anticipated sequel since WARCRAFT II. While the scripted events and story interaction were integral parts of HALF-LIFE's success, we're told that those were little more than trial balloons for the ambitious game elements HALF-LIFE 2 will use to startle, scare, and enthrall gamers. We can't wait.

Quake III: Arena (continued)

the map and build data structures that allow them to "think" of a map's rooms and how to get between them; thus bots are able to *find* paths rather than simply follow them.

When we squared off against the bots, we were impressed. Even in their early state, the bots were tricky, using cover and flanking to give one of our best players a real run for the money, even though they were having a few problems dealing with doors and buttons. But with more attention from Cash and additional input from John Carmack to improve the bot tactics, Q3A's bots should be among the best yet.

Wielding the Weapons

In keeping with Q3A's focus on refining gameplay, there's nothing all that revolutionary happening on the weaponry front. The DOOM chainsaw is back, perfect for those up-close-and-personal humiliation frags, while a machine gun will serve as your default weapon after a respawn. The firing rates and attendant kickback of the grenade and rocket launchers have been increased, while the reload on the railgun is now a little slower. A slightly changed QUAKE-style lightning gun makes an appearance, the hyperblaster has been revamped as a plasma gun with explosive charges, and the BFG is back and nasty as ever. The most tantalizing possibility centers around the potential inclusion of a flamethrower. We can only hope that this baby makes it in.

One option we expect gamers to embrace is the ability to customize the color of their railgun and (possibly) rocket trails. While this won't give gamers the opportunity to express themselves as fully as HALF-LIFE's tags, the option of immediately letting your victims know who's reducing their skull to gooey pulp can only be a good thing.



HOUSES OF THE UNHOLY Q3A maps run the gamut, from wide-open, rocket-friendly arenas to more closed-in quarters with lots of hallways and staggered levels.

The Playing Field

With every new game engine, id has delivered even more impressive levels, and Q3A will be no exception. In fact, with the game's single-minded multiplayer focus the level designers seem to have really cut loose in creating their maps. Sure, they're all dressed up with specular lighting, volumetric fog, and more polygons, but it's the actual design of the arenas that will wow gamers.

Freed from the event-driven, linear constraints of standard single-player level design, id is pulling out the stops with levels that run the gamut, including towering multitiered structures, wide-open arenas, and levels with different physics. Circular and repetitive in nature, the maps encourage the kind of frantic running and constant conflict that make for intense DeathMatches.

Lava pools and bottomless pits present environmental hazards, but the acceleration ramps and bouncing pads have the greatest impact on gameplay as gamers launch themselves across chasms and over enemies.

In addition to ammo, armor, and health power-ups, levels will hold haste and invisibility power-ups, medkits that can be carried for later use, and, of course, the quad damage power-up. Use of these power-ups will be broadcast to all players via an in-game "announcer" to help ratchet up the tension and action. But if you're the type of player prone to maxing out your armor and health, be warned: Once either of these attributes exceeds 100, it starts ticking back down immediately. Keeping players from becoming virtually invulnerable makes everyone a ready target and keeps the action moving.

So How Does It Play?

Dizzyingly fast, wickedly brutal, and just flat-out gorgeous, QUAKE III: ARENA is a better game in a beta state than many games sitting on store shelves. The game plays at a scorching speed more akin to QUAKE than QUAKE II, and the wildly imaginative level design only enhances the sense of mayhem.



FEEL THE POWER Translucent energy webs will distinguish players who've grabbed power-ups like invulnerability or the quad damage.

Among the levels we played, two were real standouts. One was a cramped one-on-one arena, choked with a toxic green fog. While the drifting haze definitely enhanced the visual appeal of the map, it also created a claustrophobic feeling of dread and uncertainty, since you didn't know where your adversary was until he was right in front of you—or until a railgun stream ripped through the murky air. A ledge above the fog held the quad damage, and I'd grimace every time I heard the booming announcement that my opponent had just grabbed it, knowing that he was out there, hidden in the

Team Fortress 2 (continued)

Valve's aim here is to avoid cluttering bandwidth with a cacophony of voices and to prevent the game from turning into a 900 number with guns.

And if the TF2 developers have any bottom line in mind, it's the game's social experience. Over the next several months the designers will be observing TEAM FORTRESS CLASSIC closely, seeing what works, what doesn't work, and how the rules change according to the number of players. One observation has already led to a significant addition to TF2—after watching more-experienced players literally stand over the shoulders of newbies and offer advice, Valve added the Coach role. Coaches will be heard only by a specific player in the game and will appear as a glowing ball on that player's screen, allowing the Coach







EVIL-UTION OF MAN Three character classes in QUAKE III: ARENA will let gamers pick avatars that suit their play style. On the left is the light model, a fast character with little armor; in the center, a more balanced model with more armor but less speed; lastly, there's "Tank Jr.," a model with lots of armor but a slower, bigger target.

mist, hunting me, and probably lugging around a rocket launcher to boot.

But it was a larger level designed for four to eight players that really showed off the promise of this game. It featured a large platform suspended in space, with a multi-faced bouncing pad at its center. On each side of this square platform was another floating surface, far away and far above it. Each of these peripheral platforms had acceleration pads that would fling you just far enough to reach the center again. Never have I experienced such swirling, exhilarating action in a shooter, rocketing through the air at neck-snapping speeds, colliding violently with other players hurtling the other way, or tumbling through space, trying to get a bead on the guy firing at me from below as I plummeted wildly toward his platform. It's a perfect example of the kind of brain-squeezing, pulse-pounding level design that hard-core gamers live for.

So is Tim Willits right? Has id created "the most perfect DeathMatch game?" Judging from our hands-on play-testing, Mr. Willits may just be on to something. CGW

Feel the Love

Here at *CGW* a deathmatch is just not as enjoyable without the empty boasts of gearhead Dave Salvator or the helpless, girlish squeals of chronically fragged wargame editor Terry Coleman. But how do you recreate trash-talking in a single-player game mimicking the multiplayer experience? To that end both QUAKE III: ARENA and UNREAL TOURNAMENT are implementing audio to both reward and ridicule players. Q3A will provide sporadic play by play of the action with a throaty "Impressive!" congratulating a great shot or a cruel "Denied!" to note less happy accomplishments. UT has a similar mechanism, announcing players (and bots) as being on a "rampage" or a "killing spree" after racking up a series of kills. But it goes beyond Q3A with bots that sneer, "I slaughtered that guy!" "Is that your liver over there?" and other unpleasantries after cutting you in half. UT's couple of dozen taunts will be available to human players as well, with just a couple of mouse clicks allowing gamers to belittle both friends and bots.

to offer a continuous stream of direction and even lead the active player through the map.

The Single-Player Experience

While it won't provide a single-player game per se, TF2 will feature boot camp–style training missions for every character class, introducing more complicated game elements gradually. For example, a training mission for a spy might require the player to disguise himself, infiltrate an enemy base, then shoot a specific enemy in the back using the spy's silenced pistol. Interface issues will be explained as well, eventually even teaching players how to bind macros to hot-keys.

For gamers hungry for more practice or who lack modems, TF2 can be played with bots. For most maps, players can practice taking orders from an AI commander or, alternatively, lead a squad of bots to victory.

Battling the Bots

Steve Bond, the AI guru behind the vicious enemies in HALF-LIFE, will be working on bot AI for TF2.

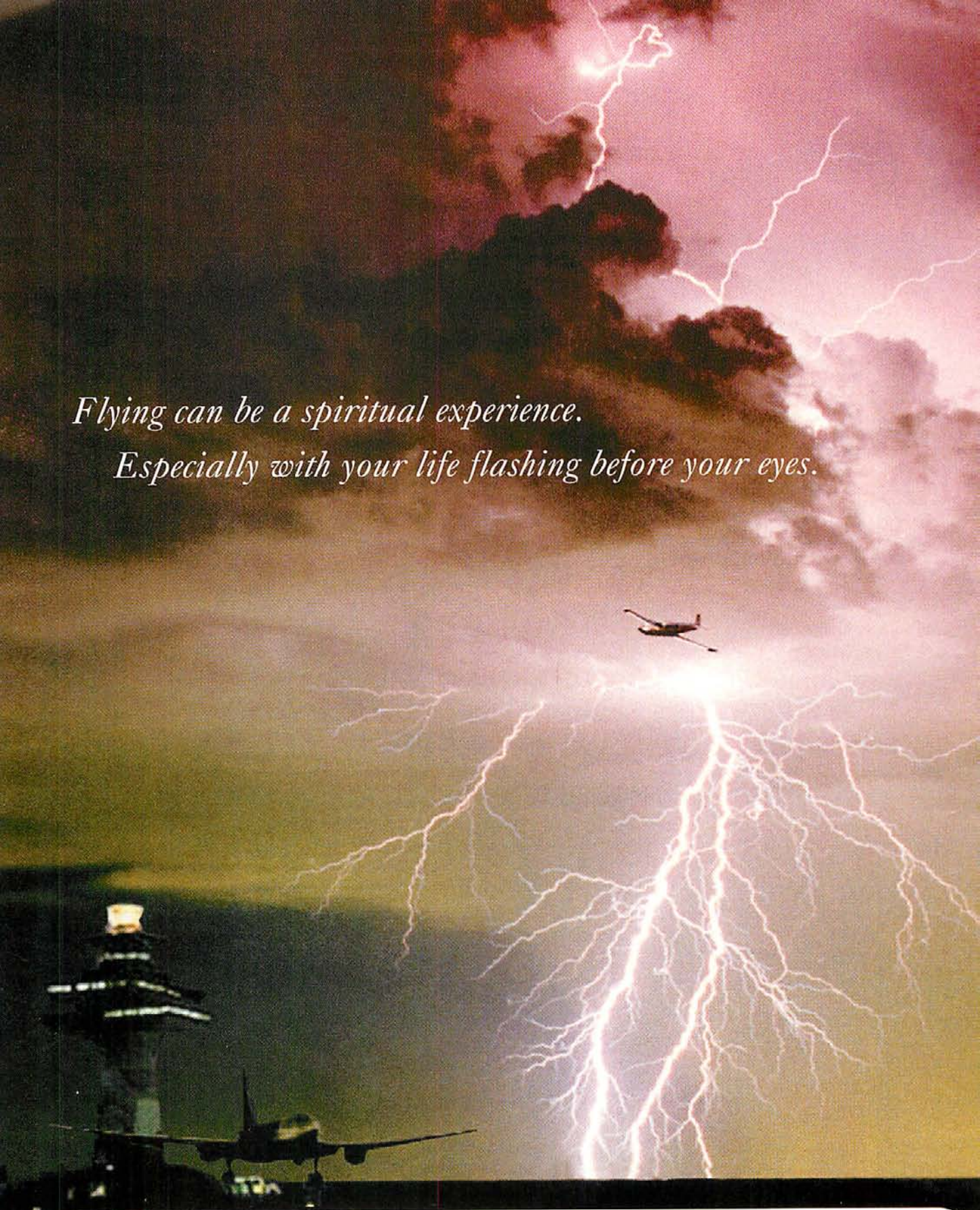






HEAD CASE TEAM FORTRESS 2's MRM technology lets them reduce character polygons on the fly to maintain high framerates. The shot above shows a highly detailed, 1,500-poly model, while the shot at right shows a 400-poly model that will be used at long range, though it looks as good as the best models in other games. In the final shot you can see the character in the game environment and how the high detail complements the game's gritty, realistic feel.

Continued on Page 85



Piper THE NEW PIPER AIRCRAFT, INC.

Raytheon Aircraft

Mooney Aircraft Corporation

STEMME USA, Inc.

Lake AIRCRAFT

EVERYONE E CONTENT RATED BY ESRB

Electronic Arts Distribution and the Electronic Arts Distribution logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved. Flight Unlimited and the Looking Glass Studios logo are trademarks or registered trademarks of Looking Glass Studios, Inc. All rights reserved. 3Dfx (c) 1999 3Dfx Interactive, Inc. The 3Dfx logo is a trademark of 3Dfx Interactive, Inc. All rights reserved. Raytheon, Beech and Beechjet are registered trademarks of Raytheon Aircraft Company. Mooney is a trademark of Mooney Aircraft Corporation. Lake and Lake Renegade are trademarks of Lake Aircraft, Inc; Bruce Rivard, New and Used Lake Aircraft Sales, 16 Varney Point Road Left, Gilford, NH 03246, (603)-293-8694, lakeach@ix.net. Stemme and Chrysalis are trademarks of Stemme USA Inc. Piper and Arrow are trademarks of The New Piper Aircraft, Inc.

LOOKING GLASS STUDIOS



Realistic Weather Patterns. Real-time storm systems with ever-changing factors, such as fog, lightening and icing.



Unparalleled Geographic Detail. With panoramic vistas and detailed landmarks, 3D graphics have the highest resolution of any flight sim – ever.

It's dusk. Approaching runway 2-left, a dangerous storm system is dead ahead. Three planes circle, with a 737 on your right wing and a 777 just behind you. A flash of lightening. Thunder. A jolt. A downdraft. Your ATC signals you're off course. Do you bank left? Or continue your approach? Experience the true feel of piloting your own aircraft as you take the controls in the most realistic flight sim ever. You'll learn all the skills of flying through pulse-quickening challenges. While soaring over awesome terrain, attempt daring rescues, mountaintop landings — and of course, takeoffs and landings in every possible condition. Flight Unlimited III. A real seat-of-your-pants flying experience. Where the next decision — could be your last. To learn more about taking off with Flight Unlimited III, visit **www.flight3.com**

FLIGHT Unlimited III®

Interactive Air Traffic Control. Real-world operation provides continuous interaction with the ground and other aircraft nearby.



Blueprint Quality Aircraft. Beechjet 400A, Mooney TLS Bravo, Lake Renegade 270 Seaplane, Stemme S10-VT Motorglider, Muskrat Seaplane, Trainer 172, Piper Arrow, Twin Engine Windhawk, P51D Mustang, and Fokker Tri-Plane.





DEPARTMENT

FOR GRAND THEFT AUTO

THE DIRECTOR'S CUT OF THE HIGHLY CONTROVERSIAL GRAND THEFT AUTO IS NOW ON SALE. SHOPLIFTERS WILL BE PROSECUTED.

"A deep, addictive, naughty game play experience."
– Next Generation



"Best game soundtrack."
– PC Gamer

"Stomach-turningly perverse."
– PC Format



"Beneath contempt."
– UK Police Federation

"Controversial, hip and louder than a Spice Girl in a blender."
– GamesMansion.com





This is the original, uncut, full version of Grand Theft Auto, fully tricked out with the all-new GTA London: 1969 Mission Pack. It's more fast cars, more dangerous streets, and more cops to outrun and outwit than ever before. Now you can tear through three of America's toughest cities, plus the mean streets of London, leaving a trail of mowed-down mercenaries, hired killers, and rival gang members in your outlaw wake. All of the wild car chase action of the original is here, times two. Please, while it may be tempting, just don't steal this game.

Published by
GATHERING OF DEVELOPERS



© 1999 Gathering of Developers, Inc. All Rights Reserved.

www.godgames.com
Go to #122 @ www.computergaming.com/infolink

DIRECTOR'S CUT

Continued from Page 81

Team Fortress 2 (continued)

Basically, the AI will be based on a learning design, in which the artificial combatants learn from their mistakes and successes. For instance, an engineer bot will build sentry guns and then track the amount of time until each is destroyed, how many kills it achieved, where the enemy is, and so forth. After building sentry guns in a variety of locations, the bot will pick the best location for its defenses almost every time.

This learning AI is interesting because it will be incorporated into every player's individual game as well, charting their success and offering suggestions onscreen to improve their play. As players improve, the ghost bot will offer fewer and fewer pointers.

Teams will be able to practice against teams of bots, and bots can be used to round out teams short on members. Should a new player log on, one of the bots will drop out to make room; conversely, players who drop out of games will be replaceable by bots.

Wielding the Weapons

Unlike other games, TF2 designs around roles, not weapons. This means that while there are various types of weapons, players will be limited to those tied to their class. The idea is that by ensuring everyone has something they do well along with some significant weaknesses, they'll motivate players to work together, again underscoring the social nature of the game. Heavy infantry will wield enormous chainguns that are deadly at long range, while the light infantry's submachine gun will be devastating in close quarters. Weapons and abilities that run counter to team play (such as the TEAM FORTRESS CLASSIC medic's infect ability) are being scrubbed from the TF2 game design.

While the weapons are intended to



MEAN STREETS House-to-house fighting in war-torn villages means potentially fatal confrontations can be just around the corner.

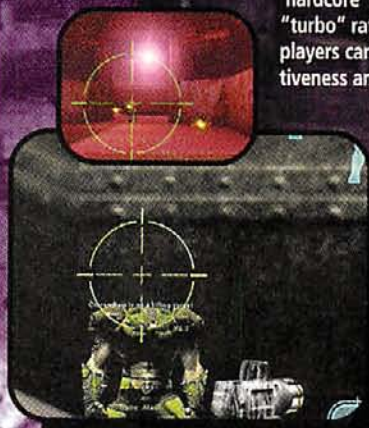
Unreal Tournament

Can the World's Prettiest Shooter Frag With the Big Boys?

Yes, UNREAL was jaw-droppingly gorgeous. But the only eye-candy that die-hard deathmatch devotees care about is the sight of an opponent's blood greasing the floor. With its poor network performance and a multiplayer experience that never quite satisfied, UNREAL deathmatching was skewered by critics. Gamers simply stuck with the solo game, UNREAL's multiplayer failing to capture their hearts and trigger fingers even on those rare occasions when they could get an online game to run more than five minutes. Saddled with such a lackluster legacy, you've got to hand it to Epic Games' developers for taking on the challenge of making the UNREAL line a contender in the multiplayer world.

The Big Picture

UNREAL TOURNAMENT hopes to blow away gamers' lingering reservations with fast, thunderous gameplay—a style of play lacking in the original. The game can be played at a default speed that is fairly swift, but the truly ambitious will have the option to play at a much faster "hardcore" setting as well as the dizzyingly fast "turbo" rate. In addition to upgrading the speed, players can adjust settings to increase the effectiveness and damage capability of bots in practice matches.



POP TOP Zoom and boom, baby. The sniping rifle is one of UT's nastiest weapons, with a scalable zoom that lets you zero in on your target before blowing his head clean off.

The violence quotient has been ratcheted up as well, with every successful hit accompanied by copious sprays of blood. Slain enemies go limp, then delicately spin and flutter to the floor, but we suspect that gamers will be more entranced by the special death animations, which are like nothing else in gaming. Score a killing blow to an opponent's head and you might rip 20 pounds of needless flesh from your victim, leaving a twitching, neck-bleeding corpse that will linger on its lifeless legs before crumbling to the ground. Unload a flak cannon in an enemy's midsection and you could be treated to the happy sight of your foe torn into two gut-spewing pieces. A wide variety of death rattles and tortured cries further enhance the bot-slaughtering experience.

The Single-Player Experience

While UNREAL TOURNAMENT forgoes the traditional, story-based single-player game, it does have a sort of

Tom Clancy's
RAINBOW SIX
ROGUE SPEAR™

www.redstorm.com

MISSED ME?





Team Rainbow is back in full force. Rogue Spear, the sequel to PC Gamer's 1998 Action Game of the Year, immerses you even deeper in the explosive action of an elite multinational strike force.

Rogue Spear feels so real, you'll be yelling 'Tango Down!' in your sleep for weeks. And the multiplayer action is to die for. Remember, when stalking the enemy: Walk softly but strike like a thunderbolt. You only have one shot to save the world.

* NEW REPLAY FEATURE
* NEW MISSION EDITOR
* FULL SNIPER SUPPORT
* EIGHTEEN NEW MISSIONS
* JOYSTICK SUPPORT
* TERRORISTS MORE REALISTIC AND LETHAL THAN EVER

msn Gaming ZONE
PLAY IT ON ZONE.COM

MPath, MPath Interactive, Mplayer, The Mplayer logo and Wanna Play are trademarks of Mpath Interactive, Inc. MSN Gaming Zone is either a registered trademark or a trademark of Microsoft Corporation in the United States and/or other countries.

© 1999 Red Storm Entertainment, Inc.

Red Storm ENTERTAINMENT

Team Fortress 2 (continued)

mimic real-world arms in order to create intuitive play, they aren't by-the-letter recreations—this would yield bazookas that would kill practically everyone on the map. Still, the weapon modeling is more realistic than that found in a game like UNREAL TOURNAMENT: Bazookas shoot out dangerous backflash, and every gun has an optimum firing rate and distance.





HUNKERED DOWN Bunkers such as this will reward players in two ways: They'll protect them (especially snipers who must kneel and not move when firing), and they'll provide a stable platform on which heavy-weapons units can rest their massive guns for maximum effectiveness. Storming the bunkers, obviously, won't be so easy.

Finally, in another teamwork-boosting feature, squad leaders will exert an effect on their squad members within a certain area: Squaddies will enjoy an improved firing rate and accuracy when they stick close to their leaders.

The Playing Field

The 20-odd goal-oriented maps to be included in TF2 are worlds beyond anything in TEAM FORTRESS CLASSIC. While the enhanced level of detail and volumetric smoke add all the eye candy gamers could want, it's the goals and play structure that will make these some of the most insanely addictive battlefields ever.

Yes, TF2 will support Capture the Flag play, but it's in the other map types that lead designer Robin Walker thinks the game will shine the most. In Hunted, one gamer is the highly vulnerable Leader, trying to run to safety while a squad of bodyguards protects him from a team of assassins. A variation of this game takes place in a Middle Eastern palace where both teams struggle to kidnap the Leader.

The liberal use of vehicles such as tanks and attack jets adds texture to the battlegrounds, but gamers won't be able to actually operate them. Instead, some maps will allow commanders to call for these support troops.

A few of the new maps almost make you feel like you're also responsible for a real-time strategy game. In Conquest, opposing armies fight over resources such as oil drums, converting retrieved resources into items to support the war effort. Commanders have to choose what they need to win. Should they build armor facilities to generate heavy infantry, or a factory to produce markers for air strikes? Should they build defen-

It's Not the Bullet That Kills You, It's the Hole

While each of these games is at its heart a first-person shooter, different play philosophies are reflected in their assortments of weapons. Q3A's more up-close-and-personal feel is perhaps best indicated by the reintroduction of the chainsaw, allowing gamers to impale their victims and watch them dance on a spinning tread of flesh-chewing metal. Straightforward and brutal, Q3A's railguns, super shotguns, and machine guns are all about shredding meat and moving on.

The biggest challenge UT faced was overcoming the unimpressive weaponry in UNREAL. To that end, the game designers tossed out a fair number of the weapons in favor of new guns that pack some serious punch. Weapon noises are much louder than in UNREAL, and weapon effects have been beefed up as well. The UT leaf doesn't fall far from the UNREAL tree, however: The signature eye candy of the original title is present, especially in the whiz-bang alternative-fire attacks of the weapons.

TEAM FORTRESS 2's stated goal of recreating the look and feel of an epic war movie has led the designers to arm the game's characters with immediately recognizable, instantly understandable firearms. By removing any doubt about the weapons' abilities, the designers at Valve hope to diminish the learning curve so that gamers will be able to dive right into the action. Actually, deciding on TF2's arsenal has more to do with play balancing than anything else—each class's limited weapon set has particular strengths and weaknesses, requiring gamers to take on different roles and strongly encouraging teamwork.

Unreal Tournament (continued)

MORTAL KOMBAT-with-guns premise. Players are participants in a sweeping Grand Tournament in which only one survivor will be crowned Grandmaster. Play will include standard deathmatches with either a time or frag limit as well as three team games: Capture the Flag; Domination, in which teams compete to hold positions on the map, accruing points the longer they hold them; and Assault, in which your team first assaults an objective and then must hold and defend it. Each game will have a series of about 10 increasingly difficult levels. Once each ladder has been beaten, gamers will compete in a super-challenge deathmatch to earn the title Unreal Grandmaster as well as the privilege of using a special character mesh that will then be unlocked—perfect for a nice little intimidation edge in online play.

Wielding the Weapons

Among the criticized aspects of UNREAL were the plinky weapons, some of which sounded as if they were shooting dimes, not devastating rounds. No one's going to be able to say that about UT. Without exception, every UT weapon (each with an alternate attack) is bigger, badder, and louder.

It starts with the default weapon, the impact hammer. A portable jackhammer on steroids, the impact hammer is as vicious a melee weapon as you'll ever find, pounding a victim's head to jelly with one shot. The ultimate weapon in the game is the Redeemer, a devastating, kill-'em-all missile launcher that can be guided around corners, through corridors, and up stairs in its alternate mode.

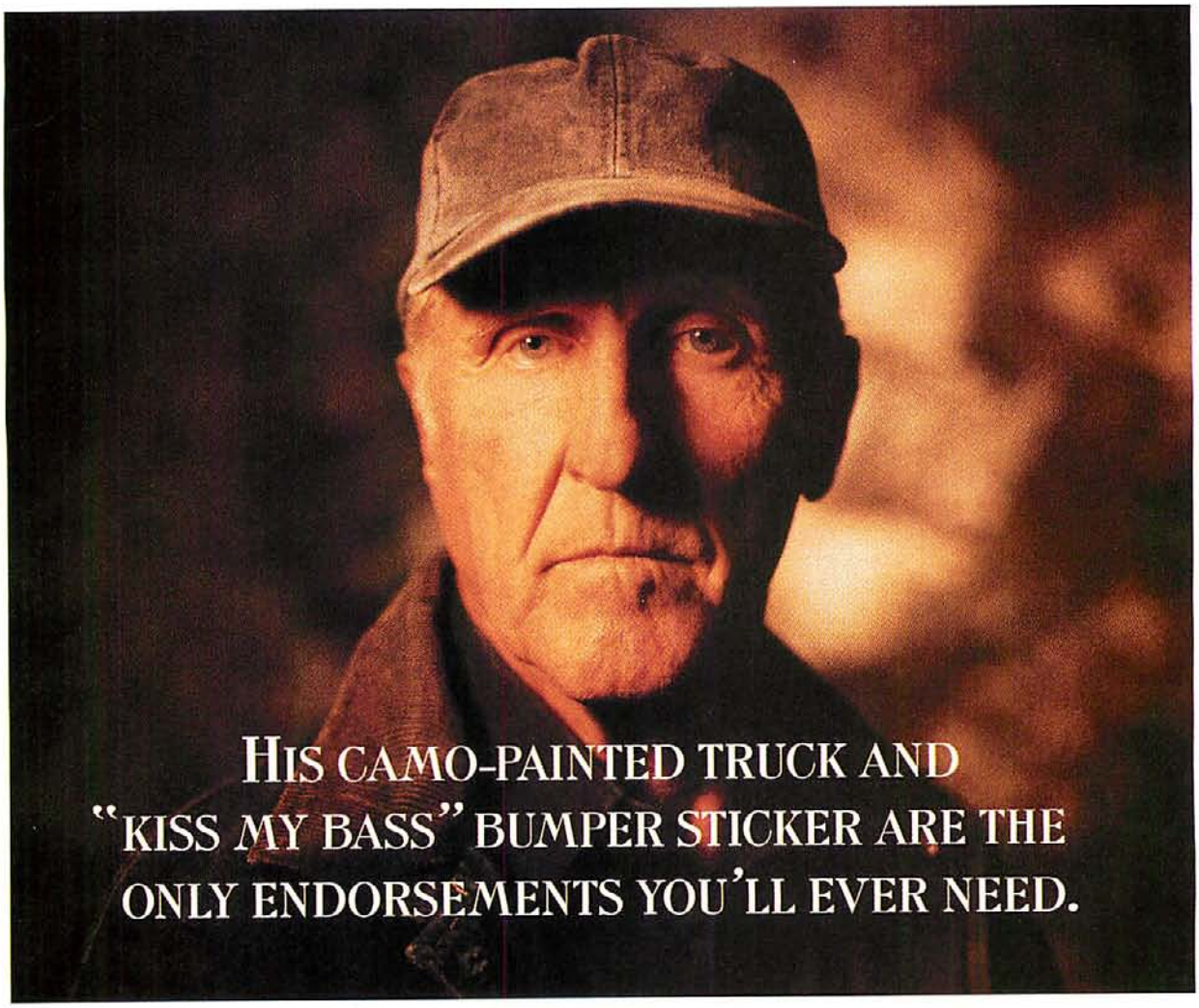
Weapons carried over from UNREAL have been beefed up as well. The Razorjack is back as the even more sinister, blade-spitting Ripper (firing explosive blades in its alternate-fire mode), and the Eightball reappears as a more straightforward Rocket Launcher.



PEEKABOO No, it's not a clipping problem. Some of UT's levels feature hidden rooms, perfect for sniping and ambushes—not that this shielded minigun-bearing killer needs the help.

Aside from the arsenal, UT sports other handy items. A shield belt sheathing the bearer in a shimmering golden matrix effectively doubles your armor rating. An invisibility power-up lets you move around unseen—until you fire your weapon and spent casings, muzzle flash,





Last year, 1.5 million real-life bass assassins like Mr. Buddy Jackson of Tupelo, Mississippi got dragged right out of their boats by Trophy Bass™.

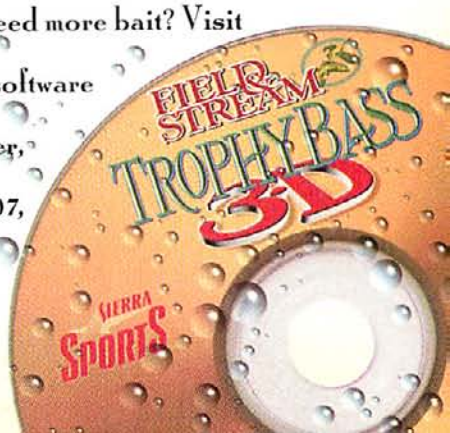


So just wait'll you see the new FIELD & STREAM® Trophy Bass™ 3D.



It gives you first- and third-person fishing in a full 360° on 15 pro tournament lakes. More than 30 tail-thrashing species, including walleye, muskie and trout. Eye-popping 3D action. A new underwater LureCam™. And, you can hook up for wild Internet tournaments.

Need more bait? Visit your software retailer, call (800) 757-7707, or jump online.



WWW.TROPHYBASS3D.COM. THIS IS FOR REAL.

©1999 Sierra On-Line, Inc. ® and ™ designate trademarks of, or licensed to, Sierra On-Line, Inc., Bellevue, WA 98007. All rights reserved. FIELD & STREAM® is a Registered Trademark of Times Mirror Magazines, Inc., used under license by Sierra On-Line, Inc.

Team Fortress 2 (continued)

sive walls, or a satellite tracking system to monitor the enemy?

But the best part promises to be the campaigns. Made up of a series of three to four maps that can be played through in about an hour, campaigns put teams on opposite sides of an epic, ongoing conflict. For example, the Invasion campaign begins with an Omaha Beach scenario, as an invading team struggles to reach a safety zone behind enemy lines. The defenders gain points the longer they keep the offensive team from the safety zone; the invaders score by getting men to the safety zone and destroying bunkers along the way. In the following map, the invaders work their way across a countryside, destroying bridges, railroads, and power lines that the defending force tries to protect. In the final map, the sides are switched; the invaders have seized a small, European-style village and are protecting a vital bridge. The new defenders are given a minute to position themselves in the twisting streets and small buildings of the town before the liberators arrive. With no single chokepoints, the two sides will engage in brutal, WWII-style house-to-house warfare before the inevitable showdown at the bridge.

Finally, a wargame for action fans.

So How Does It Play?

God, we wish we could tell you.

Despite our pathetic pleading, Valve didn't have a playable version of TF2 available during our visit. But countless hours spent on TEAM FORTRESS CLASSIC have us drooling over TF2. The experience of playing the Hunted, with a swarm of angry red sniper lasers swirling about the Leader's head, is unbelievably intense, and the heady triumph of a team victory is somehow significantly more rewarding than a straightforward deathmatch.

With months of playtesting and balancing ahead of it, TF2 can only be even better. CGW

Unreal Tournament (continued)

and direction of fire give away their position. The sound dampener is an aural cloaking device that allows you to move silently.

The coolest of all the special items is the translocator, a personal teleportation unit that is a default item in both flag games. The translocator is a two-part device, one a marker, the other a trigger. Drop the marker wherever you want, then use the trigger later to instantly teleport to the marker. While the translocator has obvious value as a virtual escape hatch for a firefight gone bad, its greatest value is in games like Domination—simply tag a Domination point and use it to recapture the objective immediately after it's taken by an opponent. The translocator can also be used to instantly reach towering precipices. When fired into the unsuspecting hands of an enemy, it can deliver a nifty telefrag as well.

The Playing Field

It shouldn't be a surprise that the levels in UT are uniformly gorgeous. Dazzling light effects and complex architecture retain the surreal UNREAL flavor while serving up lots of wide-open areas perfect for frenzied free-for-alls and providing plenty of sniping positions. The locations of the maps are wonderfully diverse: towering castles floating in space, mining facilities, and one Assault map that takes place on a moving, high-speed train. But the hands-down, undisputed coolest map is one of the zero-gravity levels that takes place inside and on top of a Millennium Falcon–type spaceship hurtling through space.





So How Does It Play?

Is it better than UNREAL multiplayer? Undoubtedly, and this in a beta stage. The action is fast and furious at the normal setting, but a few of the *CGW* staff found the hardcore play to be too fast. Turbo mode was impressive from a tech standpoint, but virtually unplayable. The speed on the higher settings can get annoying on the many maps that feature lots of bottomless space—it was almost impossible not to throw yourself off the catwalks into space on the castle map.

The weapon mix was fun, if not particularly intuitive. Over the course of the game's development we've been impressed with the improvements in weapon effects and balancing. Where before some of the heavier weapons seemed to come out on the losing end of a firefight, at this stage the combat feels just about there. All the weapons pack a satisfying punch, blasting opponents backward and hurling them high in the air. And taking off someone's head with the sniper rifle is just a moment of transcendent bliss, surpassing similar one-shot sniping weapons in STARSIEGE: TRIBES and HALF-LIFE.

The bot AI at this early stage is pretty strong, with the mouse-driven order menus effective at directing your virtual squad in the team games. While there is still some tweaking to be done, the bots are already relentless and certain to give you a run for your money. If UNREAL TOURNAMENT can shed the somewhat negative baggage of its precursor, it should be well set to go toe-to-toe with the other multiplayer titles releasing this year. CGW

The Final Word

So who will the likely winners be when these games ship later this year? We give the edge to QUAKE III: ARENA and TEAM FORTRESS 2, with TF2 likely to have broader appeal. The die-hard QUAKE community makes Q3A's success a no-brainer, and by focusing on just one style of game and doing it as well as it can be done, Q3A seems poised to corner the deathmatch market. That same singularity of focus could work slightly against it, though, as it will offer gamers a fairly limited playing experience. TF2's cooperative play, robust voice support, and game design that allows gamers who generally don't excel at shooters to succeed (not to mention the game's association with Valve and HALF-LIFE) should give it a very broad appeal. Epic is doing a ton of things right with UNREAL TOURNAMENT, and the game's catch-all philosophy is commendable, but it's going to be awfully hard to topple the QUAKE dynasty or to compete with the gamer lovefest Valve currently enjoys. Without the gritty feel or play balance of TF2, its team games may likely be perceived as little more than glorified deathmatches. With an earlier launch than its competitors, UT will have to hope it captures enough gamers early to make the other games seem irrelevant.

Online Gaming Gets Personal With Voice-Over Internet

"Check your six! Check your six!"

You hear the voice of your wingman screaming at you in the headset. You yank the stick just in time to see a stream of tracers cascade past your cockpit. You check your speed, pull the stick up, and do a high yo-yo, which puts you right on the tail of the Me-109 that tried to perforate your Spitfire. The eight .303 Brownings make short work of the enemy plane.

This may have sounded like any AI wingman speaking to you, but it was in fact another human. That's the kind of difference voice communication software can make.

Now Hear This

by Loyd Case and Dave Salvator



ABOUT THE MODEL
R2D2 can be seen in the movie *Star Wars Episode I: The Phantom Menace.* His previous work includes *Star Wars, The Empire Strikes Back, The Return of the Jedi,* and Fire Hydrant Number 2 in *My Life as a Dog.*
PHOTOS BY MICHAEL FALCONER

Playing games over the Internet has put a premium on typing skill—people who type faster can more quickly communicate with human opponents or teammates. But with the upcoming generation of voice communication software, typing skill becomes superfluous, and a whole new social element is layered on top of multiplayer gaming.

During testing, we wound up on a TEAM FORTRESS CLASSIC (HALF-LIFE) server where we found ourselves outgunned by our anonymous opponents on the Canalzone2 map. Yet we managed to hold our own pretty well—because we could work as a team, and talk to each other.

None of the packages reviewed here work perfectly, but even with their flaws, the increase in efficiency of teamwork was astonishing. We took a look at two shipping voice-comm packages—Shadowfactor's BattleCom and ThrustMaster's Talk n' Play—and Roger Wilco, which was still in beta.

Of the two shipping products, BattleCom worked much better for gaming. It's a sophisticated voice-comm package that's also well suited for conferencing. ThrustMaster's Talk n' Play seems more exclusively geared for conferencing. Roger Wilco looks—er, *sounds*—very promising. But as with any product that requires bandwidth over the Net, your mileage will vary.

Shadowfactor BattleCom

★★★★½

PROS: Compression settings can be easily tweaked; voice quality good.
CONS: Breaks up in some games; setting compression ratios can be confusing.
REQUIREMENTS: Pentium 200MMX or better.
Price: $24.95
Manufacturer: Shadowfactor
www.shadowfactor.com



BattleCom started life as Battlefield Communicator, but the new name is an easier mouthful. BattleCom's strength and weakness is its tweakability. There are numerous voice compression settings, not to mention arcane settings like "Record Guardian Enable." The downside of this fine level of control is that it's often confusing if your sound card and microphone setup don't quite match up with the defaults. If you have a fairly standard PCI audio card, you should be okay. The HTML help file is fairly complete, though I would have preferred a real Windows help file so I could more easily search for problems. There's still good, hyperlinked information, and the troubleshooting section will be useful.

And you *will* be troubleshooting if you haven't had any experience in voice communication. One thing most newbies do is uncheck the microphone playback box in the Windows mixer so they can hear the sound of their voices. It sounds cool, but you don't want this turned on. One very useful tool built into BattleCom is the test tool, which simulates an Internet voice session using just your audio setup.

Once you're up and running, you can either connect to a BattleCom server or host a session yourself. The latest version of BattleCom allows the client software to host a session on its own; prior versions required access to a system running BattleCom server software. For most casual gaming use, the peer-to-peer sessions possible with the BattleCom client software work well. BattleCom will also work over a LAN using the IPX networking protocol; further, it has a feature that allows you to invoke it from within ICQ, a popular Internet connection monitor and conferencing application.





Once up and running, BattleCom does what it's supposed to, providing there's enough bandwidth. To avoid hours of frustration, it's very important that you correctly answer the questions in the wizard when you're installing BattleCom. Voice quality does drop with higher compression rates, since there's only so much you can squeeze through a thin data pipe. We had varying degrees of success, depending on the game. Turn-based and even real-time strategy games worked well (on a Pentium II/450), but in HALF-LIFE sessions we experienced dropouts severe enough to require a "say again" pretty often. Then again, HALF-LIFE is a very network-intensive game at times. EVERQUEST, a massively multiplayer game, yielded varying results—more positive than negative. AIR WARRIOR worked very well, but AIR WARRIOR's been tuned over the years to work with slow modems, so it leaves some bandwidth for voice comms on a 56-Kbps modem. Note that if you're hosting a session, you do need to feed your IP address to the other users.

ThrustMaster Talk n' Play

★★☆☆☆

PROS: Good headset included with package; large built-in community; good audio quality.
CONS: Poor game compatibility; clumsy UI on PeopleLink application.
REQUIREMENTS: Pentium 133MHz CPU.
Price: $19.99
Manufacturer: ThrustMaster
www.talknplay.com

ThrustMaster isn't exactly a household name when it comes to audio. But they've put together an interesting package called Talk n' Play (TNP), which is billed primarily as a way to jabber on the Net. ThrustMaster has a tie-in to PeopleLink, a huge online community, and this connection provides a large built-in initial play group you can connect to.

TNP is based upon Intel's Multi-Point Audio technology, and it allows up to four people to connect at once. It's different from the other voice-comm packages in that much of its interface for starting a conference is Web browser–based, although using the PeopleLink application you can add your gaming buds to your list and start a session with them if they're connected. We found that TNP works quite well for online chatter, with very good sound quality, but the PeopleLink application proved to be awkward at times, kind of like a poor man's ICQ. We also found that TNP fared the worst of the three

packages for game compatibility.

TNP can access your sound card using either Wave or DirectSound mode; we tested first using the latter mode, figuring it would enable TNP to more easily share sound card resources. It turned out that neither mode allowed TNP to function alongside all our test games. TNP connected fine in all instances before getting into any of the test games, but in HALF-LIFE, for example, once the game started we lost the TNP connection. The one test game where the connection remained was FIGHTER SQUADRON, where TNP performed adequately. Another minor downside to TNP is that it requires an Internet connection in order to function, since the initial connection must be made either via the TNP Web site or through the PeopleLink server, so LAN play is not an option.

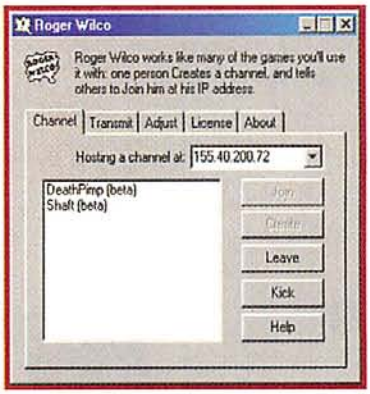
ThrustMaster may have figured that since Intel's Multi-Point Audio could access the sound card via DirectSound, TNP would naturally work well with DirectSound games. But it appears that they didn't do much play-testing with audio-intensive games before shipping the product. The result is substandard game compatibility, which, coupled with TNP's somewhat clumsy user interface, keeps Talk n' Play out of the winner's circle.

Preview of Roger Wilco

PROS: Very simple to install; very clean user interface.
CONS: Still beta.
REQUIREMENTS: Pentium 200MMX or better.
Price: $24.95
Manufacturer: Resounding Technology
www.rogerwilco.com

Roger Wilco was still in beta at the time of our testing, so we didn't rate it. It's simpler to install and set up than the other two packages here, but some of the complexity is merely hidden. For example, some games require you to edit a configuration file called GAMES.TXT, whereas BattleCom provides a point-and-click interface integrated into the software for the same function. Wilco has no compression settings—the program either works with a single form of compression or auto-adjusts to your link.

Roger Wilco also doesn't require a server, but if you host a session, you need to supply your IP address. One feature lacking in the beta we tested was the loopback test that's part of BattleCom—with Roger Wilco there's no real way of knowing whether your connection is working until you try to make a real connection.



Game performance was something of a mixed bag. HALF-LIFE once again demonstrated that it's a bandwidth-hungry game, and voice communication broke up in heavy sessions. AGE OF EMPIRES seemed to work just fine. EVERQUEST exhibited the oddest behavior: After about a half hour of gameplay, the voice communication slowly degraded until it was unintelligible. Only restarting both the game and Roger Wilco seemed to fix the problem. Roger Wilco's performance over standard analog modems seems mixed, too, with good results in less demanding games but significant problems in bandwidth-hungry titles.

Like BattleCom, Roger Wilco supports both "push to talk" (PTT) and voice-activated mode. While talking in PTT mode you have to press and hold down a key on the keyboard (both programs default to F12). This emulates the behavior of real two-way radio communication, and a lot of flight sim jockeys love it. Voice activation is just that—when you talk, the mike detects it and becomes active. This is the preferred mode for 3D shooters and strategy games.

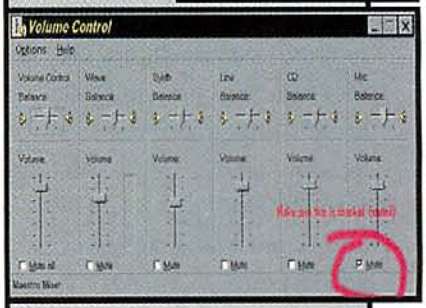
Still, this is beta software, although it seems pretty solid for a beta product. At $24.95, it's the same cost as BattleCom. The trade-off is simplicity versus features. We'll revisit Roger Wilco when it ships, but we're very encouraged by what we've seen so far. CGW

Getting Blather-Ready

Setting up voice communication requires some understanding of the Windows mixer. When you first pop up the mixer, you normally see the playback mixer. You want the microphone muted in the playback mixer—otherwise, you hear yourself talking through your headphones or speakers, which can cause annoying feedback. Bring up the recording mixer (see screen below). You do this by pulling down the Properties menu on the Mixer menu. You'll get a window that looks very similar to the playback mixer. Make sure the microphone record volume is turned up at least halfway.

Once you've got the mixer properly set up, you need to configure the voice-comm software. BattleCom has a more detailed and somewhat confusing setup wizard. Roger Wilco's is simpler, but you don't have the ability to force any configurations. All the products go through a microphone test phase—make sure this test completes successfully.





If you're the host, you'll need to let the other participants know your IP address. If you're using a dial-up account, your IP address will change every time you log on to the Internet. You can get your IP address by clicking on the Start menu, selecting Run, and typing WINIPCFG. Then you can email the IP address or transmit it another way, such as via ICQ.—*Loyd Case*

How We Tested

Testing these packages involved many arduous hours of multiplayer gameplay...er...testing. We used multiple games with each package. We tested using HALF-LIFE, FIGHTER SQUADRON, EVERQUEST, AIR WARRIOR, and AGE OF EMPIRES. We also looked at each package's ability to function over a local area network (LAN) and took a look at its ability to support multiple protocols (all support TCP/IP, and BattleCom supports IPX). We then tested over 33.6-Kbps modem connections to force the apps to function in a narrow data pipe to see how'd they fare. Next, we took a look at how easy it was to configure the audio settings, as well as how easy or difficult it was to get a session going. And finally, the hard part: play-testing during multiplayer games to see how well the packages cooperated with our test games.

F-22 LIGHTNING 3

featuring

TACTICAL NUCLEAR WEAPONS*



***Hazard suit not included**







Also featuring Voice-Over-Net™ - Talk with over 120 other pilots during intense NovaWorld online multiplayer combat.

NOVALOGIC® **www.novalogic.com 800.858.1322** Now playing on NovaWorld™

*Voice-Over-Net is available with a limited free trial offer through NovaWorld's premium service. Voice-Over-Net is available only on NovaWorld. ©1999 NovaLogic, Inc. NovaLogic and the NovaLogic logo are registered trademarks. Voice-Over-Net, NovaWorld, F-22 Lightning are trademarks of NovaLogic, Inc.

Go to #127 @ www.computergaming.com/infolink









Go to #144 @ www.computergaming.com/infolink

© 1999. Septerra Core, Valkyrie Studios, and Monolith are trademarks of their respective owners. All rights reserved.

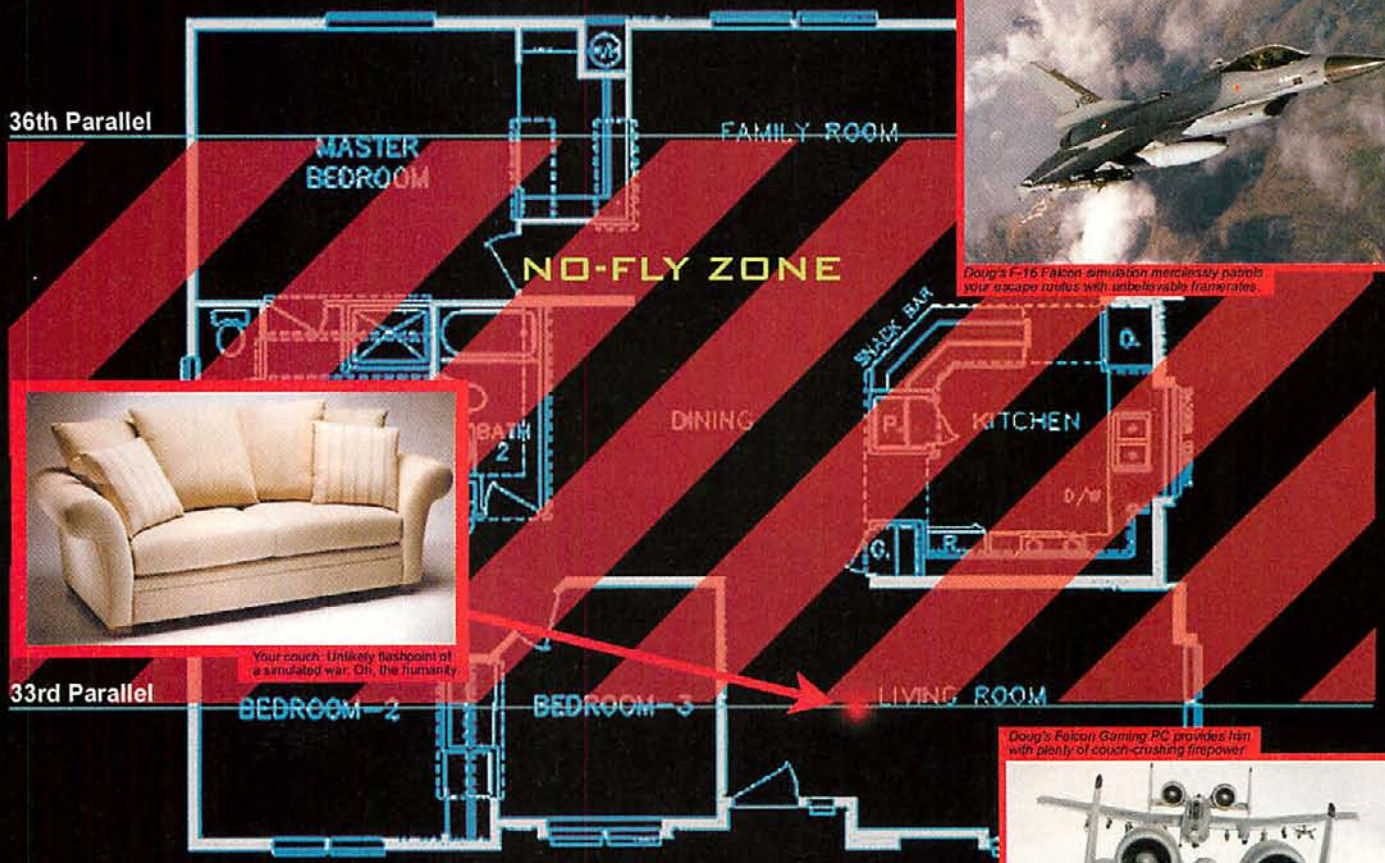
TopWare INTERACTIVE

VALKYRIE STUDIOS

MONOLITH


In a world of floating continents,
rotating around a living computer core,
the prophecy has come.
Meet Maya, a junk scavenger from the second shell, surviving on the discarded remnants of the Chosen, inhabitants of the shell above. When ships of war loom over Maya's homeland, she must face her destiny and overcome more than man and machine. She must overcome her own fear.
Septerra Core: An adventure of epic proportions.
Coming this Fall to your PC.
SEPTERRA CORE™
LEGACY OF THE CREATOR
www.lith.com

DOUG JUST DECLARED EVERYTHING NORTH OF YOUR COUCH A "NO-FLY ZONE"



Doug's F-16 Falcon simulation mercilessly patrols your escape routes with unbelievable framerates.

Your couch. Unlikely flashpoint of a simulated war. Oh, the humanity.

Doug's Falcon Gaming PC provides him with plenty of couch-crushing firepower.



PEOPLE WITH FALCON GAMING PC'S CAN DO STUFF LIKE THAT.



Falcon Northwest can build you a powerful Gaming PC to retake your furniture. In head-head speed competitions, Falcon PC's have never been beaten. Call us or visit our website to find the system that meets your needs and your budget. Otherwise Doug wins.

Call (888) FALCON-1

www.falcon-nw.com

Falcon Northwes

Go to #257 @ www.computergaming.com/infolink

HARDWARE

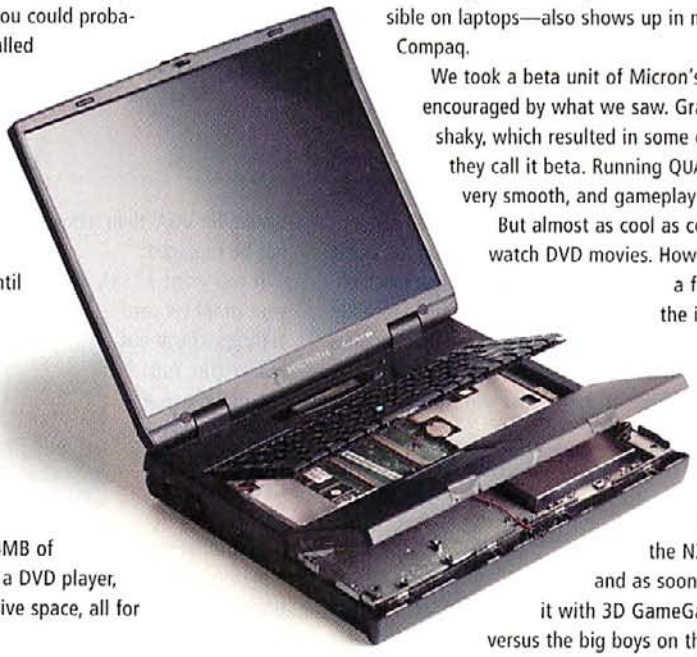
IN SEARCH OF THE ULTIMATE GAMING MACHINE • REVIEWS • KILLER RIGS • NEWS

Yet Another Laptop With the Gamer in Mind

Micron Takes Gaming Mobile

You're a road dog. You live in 737s, making puddle-jumps on business so often you could probably land the damn plane if called upon. And despite your hectic schedule, you still find yourself with thumb-twiddling time while en route to your next stop. If only that laptop could play 3D games... Sound familiar?

Mobile PC gamers have been locked out of the 3D gaming party until recently. But thanks to a few new laptops, 3D gaming has finally arrived for the mobile set. Micron, with their TransPort NX, is the latest to join this club, coupling good 3D gaming performance from ATI's Rage LT mobile chipset (based on the Rage Turbo Pro) with 4MB of video memory, a 366MHz Pentium II, a DVD player, 128MB of RAM, and 14GB of hard-drive space, all for about $3,700.

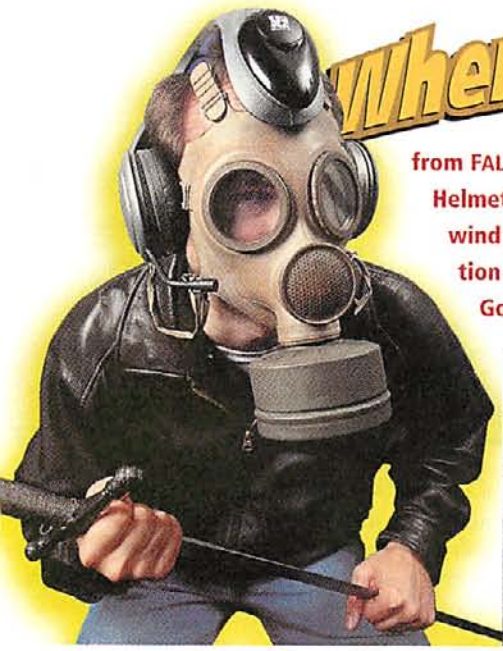


ATI's Rage LT—the chipset that finally made 3D gaming really possible on laptops—also shows up in mobile offerings from Dell and Compaq.

We took a beta unit of Micron's new NX for a spin, and were encouraged by what we saw. Graphics drivers were still a bit shaky, which resulted in some crashes, but hey, that's why they call it beta. Running QUAKE 2 at 640x480, the NX was very smooth, and gameplay flowed well.

But almost as cool as competent 3D is the ability to watch DVD movies. How many times have you boarded a five-hour flight, only to find out the in-flight movie was going to be something toothless like *My Giant?* With the onboard DVD, you can watch whatever movie you want to. Eat it, Billy...

Micron was in the latter part of their beta testing of the NX at press time, but stay tuned and as soon as it goes final, we'll bang on it with 3D GameGauge 2.0 and see how it fares versus the big boys on the desktop.—*Dave Salvator*

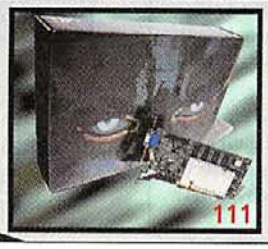


When Tchotchkes Go Bad

Take a silly tchotchke (the gas mask from FALLOUT 2), an even sillier product (the UR Gear Helmet), and hold an intern at gunpoint, and this is what you wind up with. And what Jesse doesn't realize is that this setup, in addition to warding off Jehovah's Witnesses, makes a great contraceptive. Go get 'em, Jesse.

PHOTO BY MICHAEL FALCONER

INSIDE HARDWARE



Killer Rigs 108
3dfx Voodoo^3 111
AMD K6-3 CPU 114
Interact FX Driving Controller 116
ThrustMaster Fusion USB Gamepad 116
Game Commander 116

SPEED UP YOUR PC FOR FREE!

From Slowpoke to Screamer

Free (or at Least Really Cheap) Ways to Keep Your Rig Humming

by Loyd Case

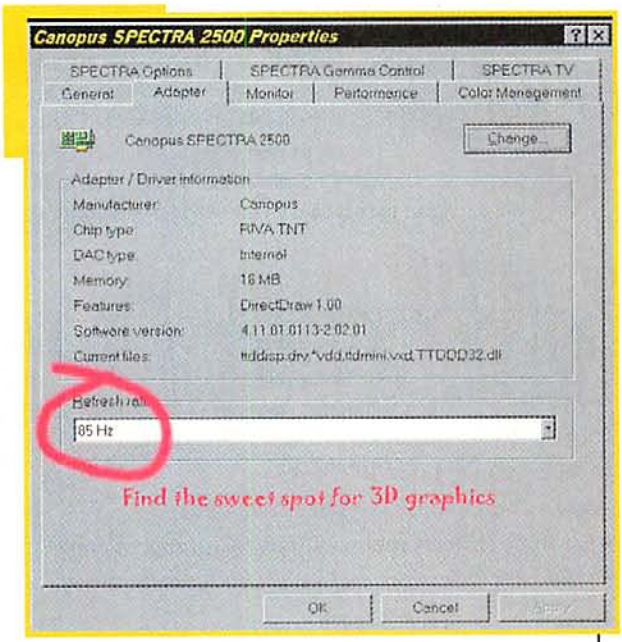


Let's face it: PCs are more complex than ever. This is especially true if you're a hard-core gamer, since you've most likely got a big hard drive, perhaps Voodoo² SLI, a fast primary graphics card, a 3D positional audio accelerator, and an Internet connection. Keeping the whole thing well tuned is enough to make you want to become a Trappist monk.

So it's time to revisit performance tuning. I'm going to take you down some side streets and examine some free—or nearly free—ways of maximizing your performance. I'll try to cover each area individually, then look at the whole enchilada.

Graphic Images

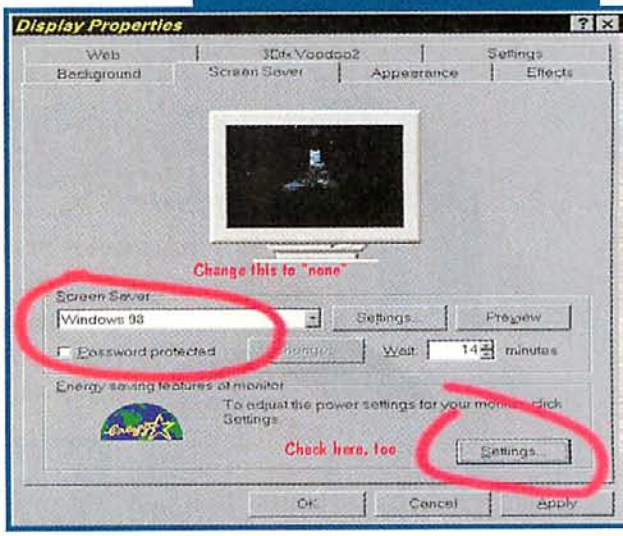
When's the last time you updated your drivers? What?! Okay, march to your computer, log on to the Web, and download the latest set of drivers for your graphics hardware. It's amazing how much of a difference this can make. This is *especially* true if you have a recently released card. (There's a syndrome called *driver du jour* that happens every time new graphics or audio technology is released.) Before you install those spanking new drivers, though, make sure you set up your system for VGA, then reboot. Otherwise, all the old driver files may not be replaced.



When running 3D graphics on a fast PC, play around with the refresh rate a bit at a particular resolution. Depending on the game and your system, this can make quite a difference in frame-rate. If your graphics card is just missing the next scan line, then it could cut your frame-rate by as much as 50 percent. Note that the sweet spot for the refresh rate may vary according to resolution, game, and color depth. If you want a single number, 60Hz works most of the time, but it's pretty hard on your eyes. A few accelerators, such as 3dfx cards, allow you to differentiate between 3D refresh rates and Windows 2D refresh rates.

If you want a fairly cheap and easy way to play around with your graphics card settings, check out Powerstrip. You can download a shareware version from www.entech-taiwan. com. It enables you to play around with a plethora of settings, and even allows you to alter the clock rate of your graphics chip (but do take *great* care in doing this—you could render your system unbootable with the wrong setting). One nice feature is the ability to set refresh rates for all resolutions without having to actually switch resolutions.

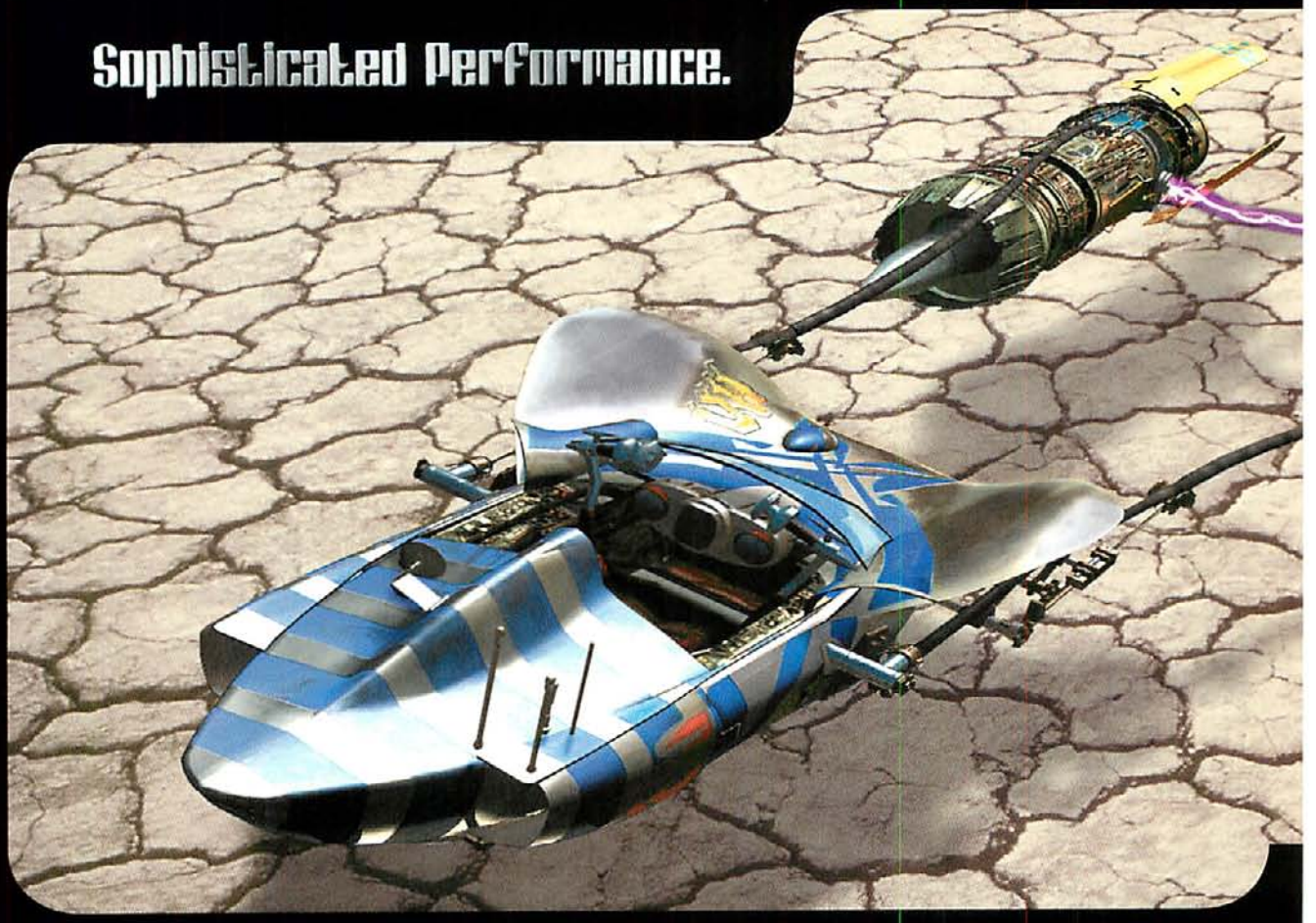
It's also a good idea to turn off the screen saver. Be aware that there's actually more than one screen saver in Windows 98. There's the normal screen saver that displays weird animations, and then there's the power management saver that shuts off your monitor. Both can interfere with gameplay. There's nothing more disconcerting than having your monitor shut down just as you're trying to repel a Zerg assault in STARCRAFT.





The modified 620C

Sophisticated Performance.







The Modified Radon-Ulzer 620C:

From Watto's rubbish pile comes the horsepower that could save the galaxy. Reworked and rewired by Anakin Skywalker himself, you'll soon discover that even from an early age Darth Vader had a truly sinister sense of design.

ENGINEERED INSIDE AND OUT, THIS ULTIMATE PERFORMANCE VEHICLE IS EQUALLY AT HOME ON THE TEST TRACK AS IT IS ON TATOOINE. OPTIMIZED FOR SPEED, ALL WEIGHT IN THE FORM OF NEEDLESS SAFETY FEATURES HAS BEEN THOUGHTFULLY REMOVED. THIS STYLISH NO-DOOR DEFTLY COMBINES DROP-DEAD GOOD LOOKS WITH A SET OF MODIFIED RADON-ULZER 620C RACING ENGINES, VIRTUALLY GUARANTEED TO SHATTER YOUR NEIGHBORS' WINDOWS.



Customize your own graphics, man.



Cupholders? Maybe you should be looking for a minivan.



Digital displays relay all vital information. If you dare look down.



Specifications

Engine
Radon-Ulzer 620C
Engine Length: 7 meters
Fuel: Tradium power fluid
Repulsorlift altitude: 105m

Performance
Max. speed: 947 kph (588 mph)
Braking:
Triple Scoop Air Brakes
Quarter Mile: 1.53 seconds

Game Specs

Game Type
Top Speeds of 600 mph
PC 1-8 players
3-D Hardware Acceleration

Features

Number of Podracers	21+
Worlds	8
Number of Tracks	22
Upgradable Parts	

Hazards
Scorching Lava Tunnels
Meteor Showers
Tusken Raiders

Tech Specs

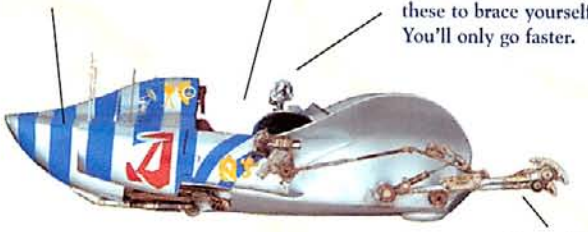
Contacts www.starwarsracer.com

Telemetry computer calculates pressure and temperature algorithms while sustaining stresses many, many times those of your typical laptop.

You – struggling to keep your lunch down.

Air scoops
Sure, they look cool. And, unlike most vehicles, they actually do something.

Throttle levers
Caution: Do not use these to brace yourself. You'll only go faster.





Control Linkage
= chariot racing at 600 mph.

You've Seen The Movie: You've seen the movie umpteen times. Now fire up the Podracer. In 8 worlds, on 22 tracks, there is no other racing experience like it out there.









Desert Wind Tan



Two Moon Blue



Naboo Red



Afterburn



Tatooine Night Sky



Keizaar Ghost



Starfighter Glow



Emerald Mist



To discover for yourself how LucasArts has thoroughly redefined the driving experience, visit your local LucasArts dealer. Or reward yourself with an exhilarating test drive at www.starwarsracer.com

EVERYONE
E
CONTENT RATED BY ESRB

LUCAS Arts

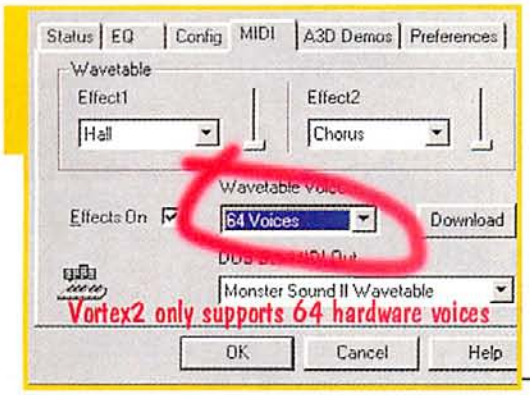
PC CD

www.starwarsracer.com
www.starwars.com

©Lucasfilm Ltd. & TM. All rights reserved. Used under authorization.

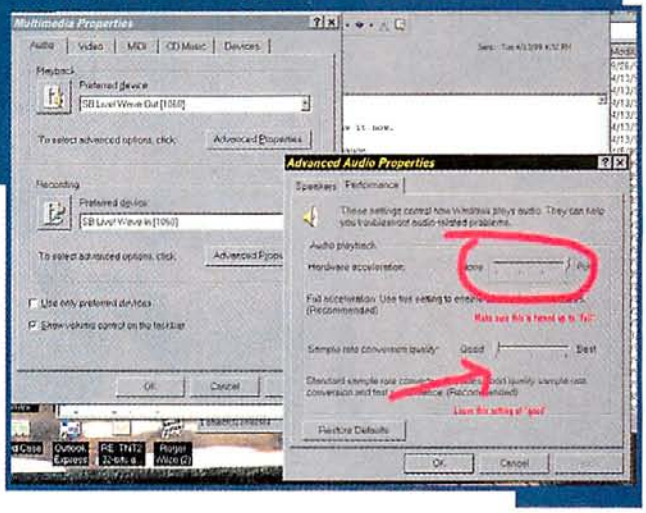
The Sound and the Fury

Like graphics accelerators, the new generation of 3D audio accelerators is much more sophisticated than past sound cards. The result has been something of a *driver-du-jour* phenomenon there, too, though not quite as drastic. Still, check to see if your drivers have been updated. For example, I've seen a steady drop in the CPU utilization of the Diamond Monster Sound MX300 over several driver releases. Creative Labs is steadily introducing new features in their driver updates, so those are worth a download, too.



If you have an MX300, bring up the MX300 control panel. Click on the MIDI tab. See how it's set for 320 voices? Change that to 64 voices. The Vortex2 audio accelerator on the MX300 only supports 64 hardware voices—the other 256 are software only. In reality, it's the rare game that supports MIDI these days, but you never know. If some of those software voices ever kick in, it's a performance hit.

Also, make sure that audio acceleration is enabled. You can do this in the multimedia control panel, under the Audio tab. Click on the Advanced Audio Properties button under the Playback heading. Under the Performance tab, make sure that hardware acceleration is turned up and that sample rate conversion is turned down.



Platter Chatter

Before you read any further, go to your PC, turn it on, and *defrag your hard drive.* You can use the Windows 98 defrag utility. If you happen to have Norton Utilities, and you use Norton Speedisk, you can set it up to move your files around for optimal startup. But the important thing is to simply defrag once a month or so.

If you've been using Windows 98 for a while, you may notice that your disk drive will start thrashing like a freshly caught catfish at seemingly random intervals. It's disconcerting to say the least, and a serious performance drag at times. There are actually several potential causes for this.

First, if you have Microsoft Office 95 or 97 installed, make sure you remove the Fast Find utility from the startup folder. Fast Find periodically indexes the hard drive so it can search for files faster. Unfortunately, I've seen Fast Find do this at really inconvenient times.

Another possible cause of disk thrashing is that Windows 98 will occasionally grow or shrink the swap file (virtual memory file) according to some mysterious algorithm that seems to depend on the alignment of the planets. You can stop this from happening by setting the maximum and minimum swap file sizes to the same number. A conservative rule of thumb is to set it to 2.5x your installed memory—though if you have more than 128MB, 1.5 to 2x is more than enough. This will create a permanent swap file that won't grow or shrink. After you've done this, and then rebooted, you'll want to defrag one more time. Note that if you have two *physical* hard drives, putting the swap file on the second (non-boot) hard drive can also speed up access to virtual memory. Do *not* do this if you have a single physical drive with two partitions.

Finally, one other culprit is Windows 98's disk cache. In the old days, you had SMARTDRV, but that's long since been replaced by VCACHE. VCACHE is a program that caches hard-drive data in system memory. Occasionally, VCACHE can get pretty big. This can have two simultaneous adverse effects. First, you have less memory for your programs. Second, the disk will begin to thrash as VCACHE gets big and programs are forced to swap to virtual memory. One solution is to limit the size of VCACHE. You do this by editing the file \windows\system.ini. Search for VCACHE—you'll probably find it as a header with no entries underneath. Ideally, you'd like VCACHE to be about one-fourth of your system RAM up to 64MB. If you have more than 64MB, leave it at 16MB. The key is to make it a fixed number for minimum and maximum. Add the following two items underneath the VCACHE heading:

MinFileCache=16384
MaxFileCache=16384

Do this *only* if you have more than 16MB of system RAM.

You may want to play around with this setting a bit over time—but remember that any memory that VCACHE uses isn't available for your programs. On the other hand, if VCACHE is too small, you'll notice more disk activity every time you load your system. If you're curious, you can monitor your VCACHE behavior with a cool tool called VCMon, which you can download from **www.sysinternals-.com/vcmon.htm.**

intel inside
pentium® III

‡ The number of months to pay off the stated purchase advance assumes payments of the monthly amounts listed in this advertisement are made on the payment due date each month and that the variable Annual Percentage Rate of 16.90% does not change. Payment of th minimum amount due monthly may not result in full repayment within the terms stated within this advertisment.

©1999 Micron PC, Inc. All Rights reserved. Micron PC, Inc. is not responsible for omissions or errors in typography or photography. All purchases are subject to availability. Prices and specifications may be changed without notice; prices do not include shipping and handling and any applicable 30-day money-back policy does not include return freight and original shipping/handling charges, applies only to Micron brand products, begins from date of shipment and requires a return authorization number for the return of products and parts. All sales are controlled by Micron PC's current te and conditions of sale available online at www.micronpc.com or by calling Micron. On-site service is provided at sole discretion of Micron Computer Services, Inc. and Unysis. A diagnostic determination for on-site service must be made by a Micron service technician prior to the provision of on-s service. Intel, the Intel Inside Logo and Pentium are registered trademarks and Pentium III Xeon, Celeron and MMX are trademarks of Intel Corporation. Microsoft, Windows, Windows NT and the Windows logo are registered trademarks of Microsoft Corporation. Product names of Micron prod trademarks or registered trademarks of Micron Electronics, Inc. Other product names used in this publication are for identification purposes only and may be trademarks of their respective companies. Note: advertised configurations may differ from award-winning configurations. ^One year fr purchase of new Micron desktop and portable systems. *All hard drive sizes calculated with 1GB equal to 1 billion bytes. **For all Micron PCs configured with 56Kbps modems: Capable of receiving downloads at up to 56Kbps and sending at up to 31.2Kbps. Due to FCC regulations on power receiving speeds are limited to 53Kbps. Actual speeds may vary. †Millennia 450 MAX reviewed, *PCWorld* November '98. *** For all Micron Millennia desktop systems: The CD-ROM drive will be removed upon the purchase of the DVD-ROM drive upgrade. The DVD-ROM drive will be remove the purchase of the Sony CD R/RW (recordable/rewriteable) drive upgrade. ***Credit card required. Credit card information must be provided to EarthLink to activate account. Existing EarthLink customers must activate a new account to take part in the offer. Customer will not be charged for use under the one year pre-paid access offer. A modem is required to activate the account. Offer is available in the continental U.S. and Hawaii; any telephone charges are the responsibility of customer and any such charges will not be paid by Micron.

HARDCORE SYSTEMS FOR HARDCORE GAMERS

Award-Winning Micron™ Millennia® Systems. Now available with the New Intel® Pentium® III Processor 550MHz.







New Ultra-expandable chassis

Model Name	Millennia MAX 450	Millennia MAX 500	Millennia MAX 550
Processor	Intel Pentium III processor 450MHz	Intel Pentium III processor 500MHz	Intel Pentium III processor 550MHz
Cache	512KB internal L2 cache	512KB internal L2 cache	512KB internal L2 cache
RAM	64MB 100MHz SDRAM	64MB 100MHz SDRAM	128MB 100MHz SDRAM
Hard Drive	8.4GB Ultra ATA 66 hard drive*	8.4GB Ultra ATA 66 hard drive*	18GB 7200 RPM Ultra ATA 66 hard drive*
DVD/CD-ROM	6X var. speed DVD-ROM drive	6X var. speed DVD-ROM drive	6X var. speed DVD-ROM drive
Modem	3Com USRobotics V.90 WinModem**	3Com USRobotics V.90 WinModem**	3Com USRobotics V.90 WinModem**
Graphics	16MB nVidia AGP graphics	16MB nVidia AGP graphics	16MB nVidia AGP graphics
Sound System	PCI 128-voice Wavetable sound	PCI 128-voice Wavetable sound	Sound Blaster LIVE! Value audio card
Speakers	Advent AV009 speakers	Advent AV009 speakers	Advent AV009 speakers
Warranty	5-year/3-year Micron Power™ limited warranty 3-year on-site service limited warranty	5-year/3-year Micron Power™ limited warranty 3-year on-site service limited warranty	5-year/3-year Micron Power™ limited warranty 3-year on-site service limited warranty
Micron U	1-year free^ training @ Micron U online	1-year free^ training @ Micron U online	1-year free^ training @ Micron U online
Software Included	Microsoft® Windows® 98 Microsoft Works Suite 99 Norton AntiVirus 1-year EarthLink Sprint TotalAccess**	Microsoft Windows 98 Microsoft Works Suite 99 Norton AntiVirus 1-year EarthLink Sprint TotalAccess**	Microsoft Windows 98 Microsoft Works Suite 99 Norton AntiVirus 1-year EarthLink Sprint TotalAccess**
Also Includes:	MiniTower case 104-key enhanced keyboard Microsoft IntelliMouse® 3.5" floppy drive	MiniTower case 104-key enhanced keyboard 3.5" floppy drive Logitech 3-button mouse	MiniTower case 104-key enhanced keyboard Microsoft IntelliMouse 3.5" floppy drive SuperDisk LS-120
Factory Direct Price without monitor	$1,349 $39/mo. Micron Consumer Credit Card 48 mos.‡	$1,599 $46/mo. Micron Consumer Credit Card 48 mos.‡	$2,098 $61/mo. Micron Consumer Credit Card 48 mos.‡
Upgrade to:	Upgrade to: 128MB 100MHz SDRAM 13GB Ultra ATA 66 hard drive* 17" Micron 700Cx (15.9" display) monitor	Upgrade to: 128MB 100MHz SDRAM 15GB Ultra ATA 66 hard drive* 17" Micron 700Cx (15.9" display) monitor	Upgrade to: AV009 3-piece speaker system 20GB Ultra ATA 66 hard drive* 17" Micron 700Cx (15.9" display) monitor
Factory Direct Price with monitor	$1,749 $51/mo. Micron Consumer Credit Card 48 mos.‡	$2,049 $59/mo. Micron Consumer Credit Card 48 mos.‡	$2,499 $72/mo. Micron Consumer Credit Card 48 mos.‡

The Critics Rave

New!
c|net CNET.COM Millennia C466 Apr '99

PC MAGAZINE EDITORS' CHOICE Millennia C400 Feb '99

New!
PC WORLD Millennia MAX 500 Apr '99

PC WORLD Millennia MAX 400 #1 Power Desktop #1 Gaming System Dec '98

PC WORLD Millennia MAX 450 Best Buy Nov '98 Mar '99

PC WORLD Millennia 400 DVD Sept '98 Oct '98

PC WORLD Millennia 350 Sept '98 Oct '98

Breakthrough Prices on Powerful Millennia Desktops.

If you live for gaming you owe it to yourself to play on the greatest PC out there - the Micron Millennia. Everything about these speedsters is designed to maximize power, minimize cost, and give you the competitive edge. The Millennia offers Intel's latest Pentium III processor and is designed with Micron's new computer chassis - making the Millennia not only a gaming powerhouse, but



also one of the most expandable PCs you can buy today. And, you get a one-year free^ subscription to Micron University, an incredible new online training tool, and 1 year of unlimited EarthLink Sprint Internet access** paid for by Micron. When you choose Micron, you're getting more than a powerful system - you're joining the gaming elite. So if you want to play hard, play on a Micron.

New Rules. MICRON ELECTRONICS™ New Tools.™

CONFIGURE EXACTLY WHAT YOU WANT AND ORDER DIRECT AT WWW.MICRONPC.COM OR CALL 1-888-669-0969

Talking to the Big Pool

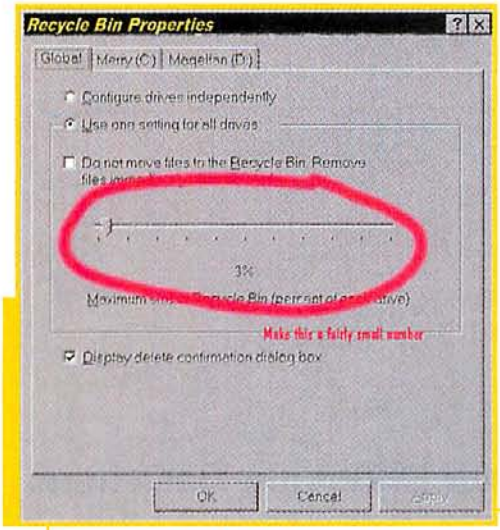
The best thing you can do to improve your performance when connected to the Internet is to make sure your ISP (Internet service provider) has a fat pipe to the Internet. A provider with redundant T3 lines, for example, will yield much better performance than an ISP with a single T1 line. Sometimes it takes a little research to find out what your ISP uses, but it's time well spent.

You connect to the Internet using the TCP/IP protocol. If you're still running Windows 95, one of the key issues in the way Windows 95 handles dial-up TCP/IP connections is an arcane parameter known as MaxTMU. Changing this involves editing the <shudder> registry. Alternatively, you can download the cool shareware utility TweakDUN (Tweak Dial-Up Networking) from www.pattersondesigns.com/tweakdun/. It is shareware, though, so if you find it useful, make sure you pony up the 15 bucks—it's a small price for this useful tool. Another piece of freeware that fills the same role is PPP Boost, which can be found at www.hotfiles.com.

Other Tuning Tips

There are a few other things you can do to help system performance. One is to remove all the files that are created in the temporary folders. I once found 9MB of data in \windows\temp and 10MB in \temp. That's a lot of disk space for files that have only been used once.

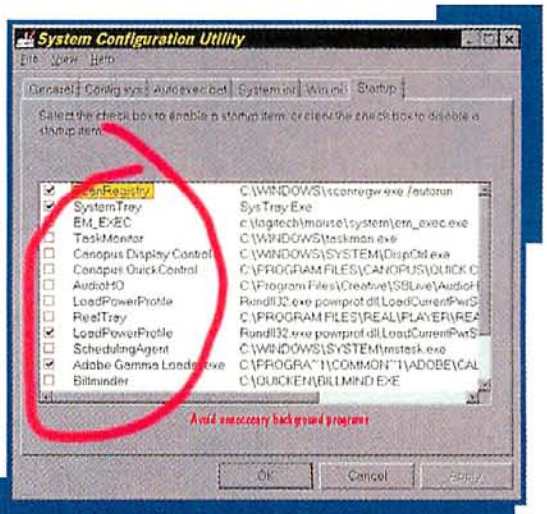
While we're on the topic of disk space, also check the space reserved for Internet temporary files. You can do this from the Internet control panel. The temporary file property sheet is one of the first listings you see.



Another space hog is the good old recycle bin. If you right-click on the recycle bin, you can change the setting for the amount of disk space reserved for the recycle bin. If you have a big drive, set this to 2 or 3 percent.

For best gaming performance, you *never* want to have anything running in the background. Unfortunately, Windows 98 sets up a lot of programs to AutoStart when you boot the system. Virus checkers, in particular, tend to interact badly with games. If you have a virus checker, you may want to deactivate it during gameplay, then turn it back on when you're done. Another problem-child background app can be monitors, like those loaded by Norton Utilities or Nuts and Bolts. Take special care to deactivate crash-protection software while playing games. They work pretty well with standard Windows applications, but a game is a different beast altogether.

Finally, if your system has bogged down incredibly and nothing you do can perk it up again, you may be at the point where you'll need to do a clean reinstall of Windows. I don't have the space to cover it in detail here, though. Note that you *don't* need to reformat your hard drive, but you do need to boot to the DOS prompt and remove the Windows directory. But before you do that, back up any email files—especially if you use Outlook 98. Also back up your "favorites" folder (if you're an Internet Explorer user), your dial-up networking settings, and your password (.pwd) files. Then make absolutely sure you have all your latest drivers and applications install CDs, because you'll need to reinstall everything from scratch. You can save some effort by copying \win95 or \win98 (depending on your operating system of choice) from the CD to the hard drive. That way, you can run setup right from the hard drive. It may be useful to do a refresh install first. That is, run Windows setup from within Windows. Sometimes that will do the trick, especially with Windows 98. CGW



What Windows 98 taketh away, Windows 98 can give back. Run MSCONFIG, and you can easily uncheck items you don't want loaded.

At this point, you've had a taste of the things you can do to improve your rig's performance. There's a lot more information available on the Net and in other Ziff-Davis computer publications. I've found these Web sites to be useful:

Graphics:

www.tweak3d.net (3D graphics cards and other great tweaks)

Networking:

ourworld.compuserve.com/homepages/j_helmig/faq.htm (Windows 95 networking FAQ)

General Windows:

www.koan.com/~dwhr/performance.html

www.annoyances.org/win98/

And finally, a little shameless self-promotion:

www.gamespot.com/features/pcworkshop/

DEMONSTRATION #2:

1. Tear out your old sound card.
2. Smash into pieces.
3. Toss over your shoulder.

The sound those pieces make when they hit the ground all *around* you is you is the power of A3D from Aureal, the only audio that works the way your ears do.

That's why leading sound card vendors, such as Diamond, TerraTec, Turtle Beach, and Xitel, are using Vortex audio technology from Aureal, the only 3D audio accelerator that supports industry leading A3D positional audio technology.

You can also find A3D positional audio on computer models from the industry's leading PC manufacturers.

Audio based on Aureal technology is awesome. But don't take our word for it. Believe Your Ears. Check out A3D at your local retailer.

A3D

BELIEVE YOUR EARS™

Visit us at www.A3D.com

CGW PREMIER WINNER 1999

©1998 Aureal Semiconductor, Inc. A3D and Aureal are trademarks of Aureal Semiconductor Inc. Other trademarks are properties of their respective owners.

KILLER RIGS

YOUR TWO RECIPES FOR THE ULTIMATE GAMING MACHINE



POWER RIG

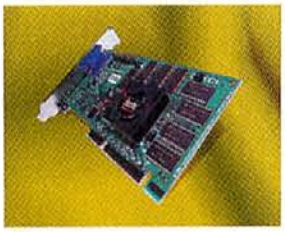






COMPONENT	PRODUCT	PRICE	THE SKINNY
Motherboard	ASUS P2B-F	$140	Back to the future.
CPU	Pentium III/500	$698	The current fastest gun in the West.
Memory	256MB of CAS/2 Corsair PC100 SDRAM	$405	Just think, a quarter-gigabyte.
Disk Controller	Adaptec 2940u2w	$349	80MB per second.
Primary Graphics	Hercules Dynamite TNT	$130	Stability, speed, and cooling.
Secondary Graphics	Quantum3D Obsidian X24	$349	The ultimate, single-slot Voodoo^2 card.
Floppy Drive	Teac	$20	You still have to have one.
Hard Drive	Seagate Cheetah 18	$955	It's big, it's fast, it's loud...two out of three ain't bad.
Backup	Iomega Jaz 2	$300	2GB of backup.
Hard-Drive Cooler	APS Technologies drive cooler	$40	Cool it, baby.
CD-ROM/DVD	Pioneer 6x SCSI DVD	$249	New Pioneer slot-drive DVD.
Monitor	Sony F500	$1,600	Perfectly flat. Just perfect.
Primary Audio	Diamond Monster Sound MX300	$89	For four-speaker DirectSound, A3D, and EAX.
Speakers	LFT-11	$500	Beautiful imaging, clean sound.
Rear-Channel Speakers	Jamo CS-5	$500	Ultimate rear-channel powered speakers.
Modem	Copper Rocket DSL modem	$400	DSL at last.
Networking	3COM Etherlink 10/100 PCI	$70	For fragging my buddies.
Case	In-Win Q500 full-tower ATX	$115	New improved model.
Power Supply	Turbocool 300	$129	More power, Scotty!
Keyboard	Logitech Newtouch	$45	In with the Newtouch, out with the Natural.
Mouse/Pointing Device	Logitech Cordless Wheel Mouse	$59	No tether!
Action Game Controller	ThrustMaster Fusion Digital	$25	Comfortable controller with USB.
Flight Joystick	ThrustMaster F22 Pro	$129	It just feels right.
Throttle	ThrustMaster TQS	$115	More control than anyone needs.
Rudder Pedals	ThrustMaster Elite RCS	$79	Nearly perfect foot placement.
Driving Controls	ECCI CDS 4000	$1,129	For the serious sim driver.
		TOTAL:	**$8,619**

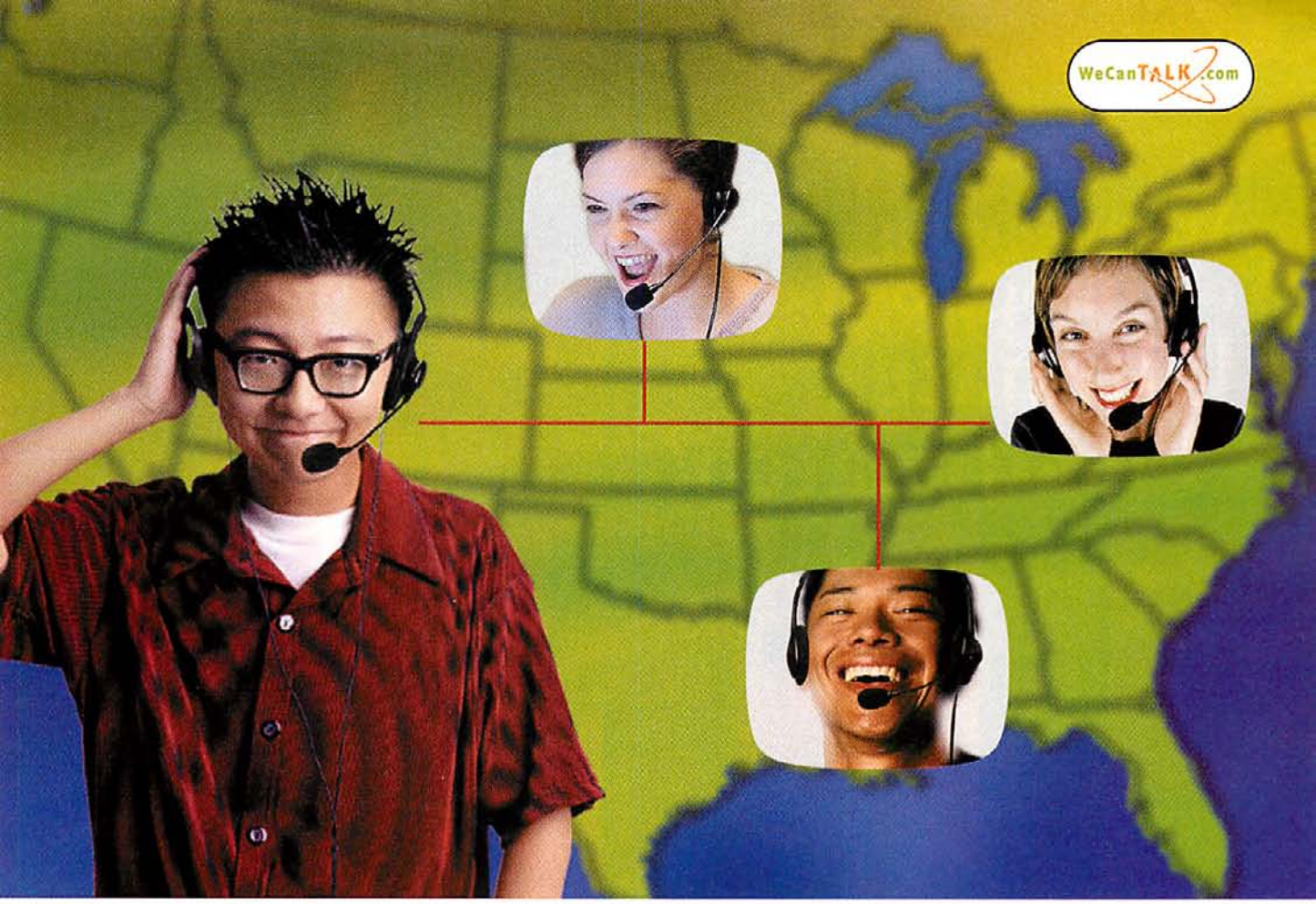
LEAN & MEAN





COMPONENT	PRODUCT	PRICE	THE SKINNY
Motherboard	Abit BX6 rev 2.0	$140	Five PCI slots, Softmenu, 440BX—ready for Pentium III.
CPU	Celeron / 433	$175	Effectively the same as a PII/400.
Memory	128MB Corsair PC100 SDRAM	$202	128MB at last.
Disk Controller	Built-in UDMA/33	$0	
Primary Graphics	Hercules Dynamite TNT	$130	Stability, speed, and cooling.
Secondary Graphics	Guillemot Maxigamer2	$99	Voodoo^2 for those Glide games.
Floppy Drive	Teac	$20	Still gotta have it.
Hard Drive	Western Digital Expert 9.1	$229	7200rpm from Western Digital.
CD-ROM/DVD	Pioneer DRU-704	$69	Yeah, it's got a tray. But it's fast.
Monitor	Optiquest V95	$445	Solid 19-inch monitor at a budget price.
Primary Audio	Diamond Monster Sound MX300	$82	A3D and clean audio for under a C-note.
Speakers	Boston Acoustics BA-635	$99	Went back to my favorites.
Modem	Diamond Supra 56e	$106	Solid performance, good price.
Networking	N/A	$0	
Case	Elan Vital T10-AB	$82	*The* case for upgraders.
Power Supply	Built-in, 235W	$0	
Keyboard	Logitech Newtouch	$45	In with the new, out with the Natural.
Mouse/Pointing Device	Logitech PS/2 Wheel Mouse	$18	Better than its "gaming" mouse.
Joystick	CH Gamestick 3D	$55	Still the best-balanced flight stick around.
		TOTAL:	**$1,996**

The Fine Print: All recommendations based on actual evaluations. Prices listed are average low quotes from Web price search engines like **www.computershopper.com** or **www.pricewatch.com**. —*Lists compiled by Dave Salvator and Loyd Case*



ATTENTION ALL INTERNET USERS:

Start talkin'

Talk n' Play is the best way to speak with up to four people over the internet. Combine that with 25 Internet games from World Opponent Network and a sweet headset and you've got internet gaming, baby!

So now you can connect with your family and friends and challenge them to a game of Poker, Golf or Red Baron, even if they live thousands of miles away!

Start Playing!



25 INTERNET GAMES • 4 PERSON INTERNET PHONE • HEADSET / MICROPHONE

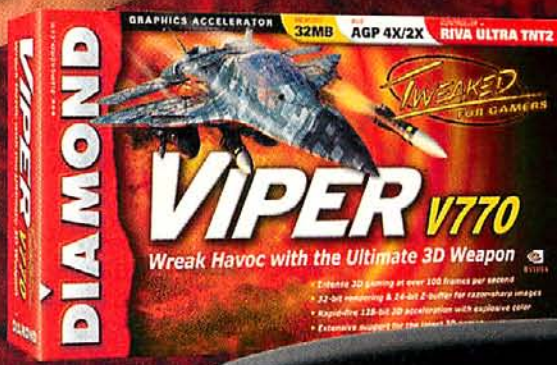
www.talknplay.com

THRUSTMASTER is a registered trademark of ThrustMaster, Inc. Talk n' Play is a trademark of ThrustMaster, Inc. WeCanTalk.com is a trademark of ThrustMaster, Inc. All other trademarks and registered trademarks are the properties of their respective owners.

What Should You Bring To The Ultimate Deathmatch?

How About The Ultimate Weapon.

The essential Quake III Arena weapon is here. Tweaked for the ultimate gaming experience, the Viper V770 is loaded with the blazing new NVIDIA RIVA TNT2 Ultra, AGP 4X power, 32-bit rendering with 32-bit Z/stencil buffer and 32MB of memory. So while you're throwing everything you've got at the enemy, the Viper V770 is hurling nearly 9 million triangles at the screen every second. It fuses speed and visual quality to power the most intense graphics of today's online gaming experiences. So no matter where you battle, bring along the latest artillery.



QUAKE III Arena™ is a trademark of Id Software, Inc. Quake III Arena™ characters, screenshots and images ©1999 Id Software, Inc. All Rights Reserved.

DIAMOND MULTIMEDIA

AUDIO | GRAPHICS | COMMUNICATION | MOTHERBOARDS

www.diamondmm.com

Voodoo³: Fightin' the Good Fight

A Bit Feature-Limited Maybe, But Slow It Ain't

by Loyd Case

There's something to be said for mature technology, and 3dfx is saying it loud and clear. The company's $20 million ad campaign, which touts its new Voodoo³ chipset (and targets general consumers rather than game geeks), is getting a lot of attention. All the noise does distract a little from the realization that Voodoo³ is probably the final chapter in the book that was Voodoo graphics. 3dfx's next architecture will entail a pretty serious redesign.

Voodoo³ is, in essence, a Voodoo Banshee board with two rendering pipelines running at 143MHz or better. We looked at the 3000 model, which clocks in at 166MHz. (We'll take a look at the Voodoo³ 3500, which runs at 183MHz, in next month's roundup.) All Voodoo³ boards—models 2000, 3000, and 3500—ship with 16MB of RAM. Model 2000 lacks TV out.

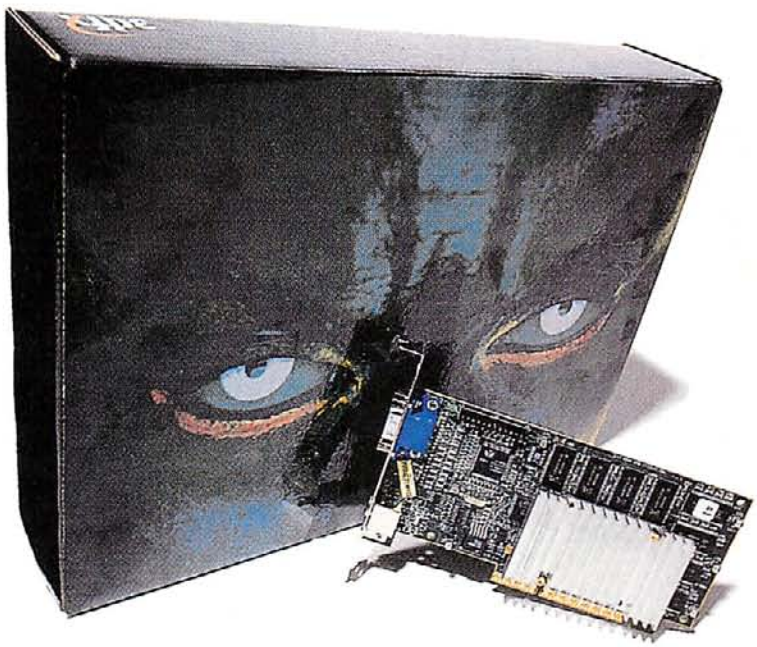
The dual rendering pipelines behave the same way as a pair of Voodoo² boards in SLI mode. In addition, the high clock speed makes for some serious 3D performance—as 3D GameGauge numbers show, Voodoo³ is no slouch in this department. So in a single AGP slot, you have Voodoo² SLI performance, pretty decent standard 2D (Windows) performance, and the ability to run Glide games very, very fast. OpenGL and Direct3D games also perform well with Voodoo³.

When you open up the package, the first thing you see is the heat sink, which looks to be roughly the size of Manhattan, and covers more real estate than just the chip. The software bundle is quite good, too: full versions of UNREAL and NEED FOR SPEED III, a coupon for UNREAL TOURNAMENT, and an extended demo version of DESCENT III. Finally, there's 3dfx Tools, which puts a lot of control into the hands of users (and has a slick user interface).

But there are limitations. There's no option for 32-bit rendering and there's no memory configuration larger than 16MB. In addition, Voodoo³ can't do AGP texturing. This was apparent in the 3D WinBench 99 test, in which Voodoo³ couldn't run at a resolution of 1600x1200x16. The Hercules Dynamite TNT, also with 16MB of RAM, could run at that resolution—albeit slowly. It's possible that the 3000 could have run 3D WinBench at 1600x1200 if it had 32MB of RAM, but it doesn't.

So Voodoo³ is fast, but the competition, in the form of nVidia's TNT2 and Matrox's G400 Max, among others, will give Voodoo³ a run for its money. 3dfx has no real alternative to the feature sets of its competitors; all it currently has is Voodoo³—its version of a stripped-down Dodge Charger with a 440-cubic-inch engine. Still, the technology, though older than the competition, gives up nothing in raw performance.

Thirty-two-bit rendering won't start to become a big deal until QUAKE 3: ARENA ships later this year, and that game will likely be followed by other titles that need 32-bit rendering capability. But 16-bit output still looks good in current games, and for these games Voodoo³ definitely delivers. CGW



COMPUTER GAMING WORLD

★★★★☆

PROS: It's fast and it runs Glide.

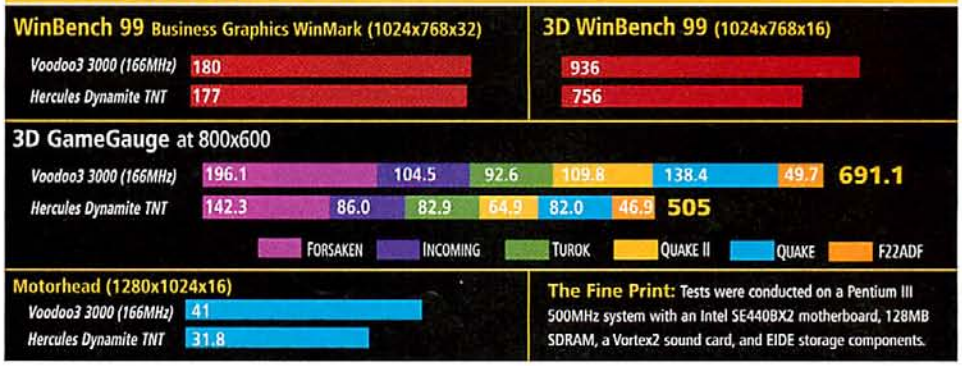
CONS: Feature-limited, no 32-bit rendering, only 16MB frame buffer, no AGP texturing, no OpenGL ICD.

REQUIREMENTS: Celeron, Pentium II/III or K6 system with AGP slot.

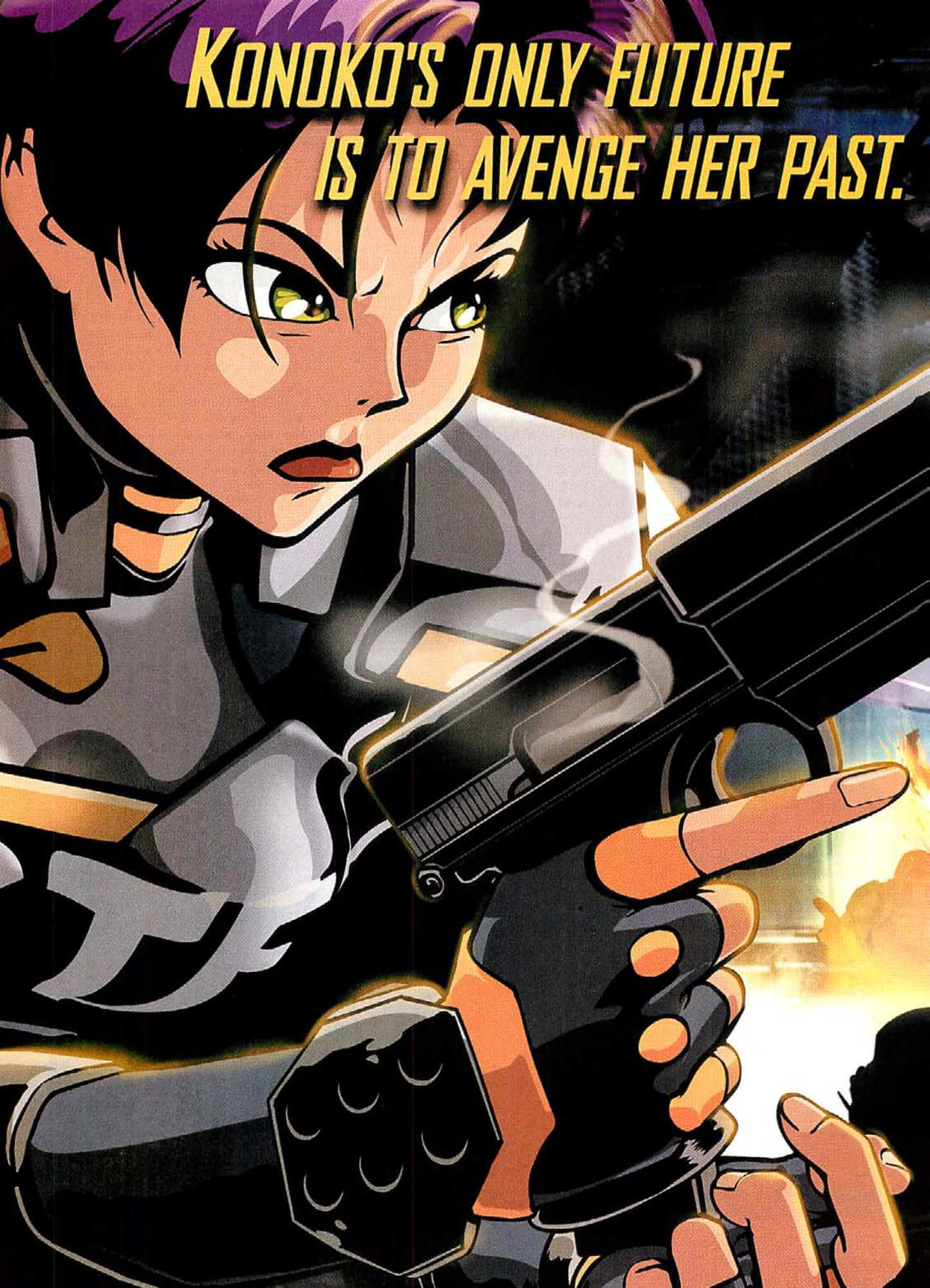
Price: $179 (MSRP)
Manufacturer: 3dfx

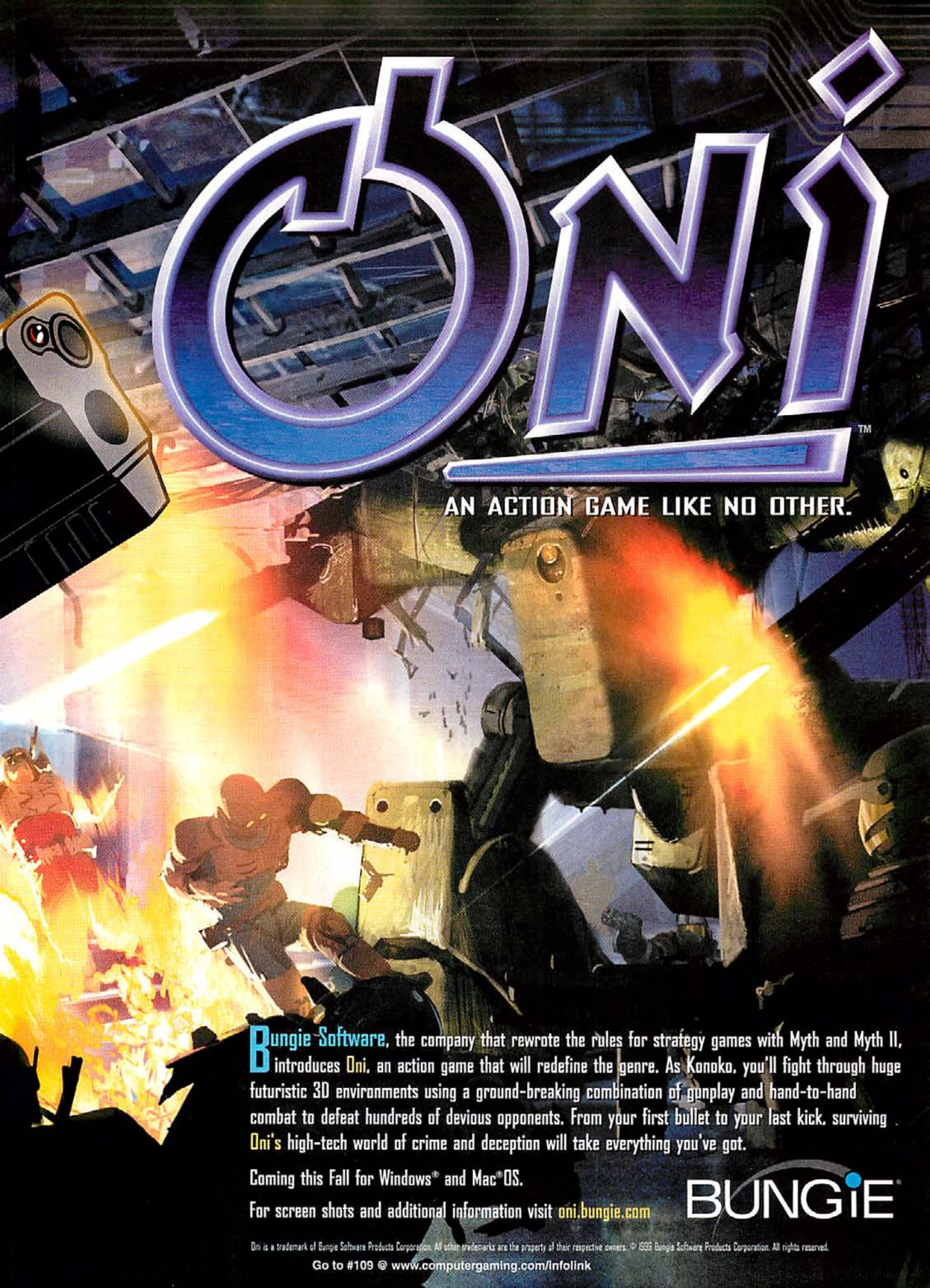
www.3dfx.com (support from www.stb.com)

Performance Benchmarks



The Fine Print: Tests were conducted on a Pentium III 500MHz system with an Intel SE440BX2 motherboard, 128MB SDRAM, a Vortex2 sound card, and EIDE storage components.


KONOKO'S ONLY FUTURE
IS TO AVENGE HER PAST.



Bungie Software, the company that rewrote the rules for strategy games with Myth and Myth II, introduces Oni, an action game that will redefine the genre. As Konoko, you'll fight through huge futuristic 3D environments using a ground-breaking combination of gunplay and hand-to-hand combat to defeat hundreds of devious opponents. From your first bullet to your last kick, surviving Oni's high-tech world of crime and deception will take everything you've got.

Coming this Fall for Windows® and Mac® OS.

For screen shots and additional information visit oni.bungie.com

BUNGiE

Oni is a trademark of Bungie Software Products Corporation. All other trademarks are the property of their respective owners. © 1999 Bungie Software Products Corporation. All rights reserved.

Go to #109 @ www.computergaming.com/infolink

Aiming High

K6-III Guns for Pentium III, but Offers No Price Advantage Over Intel

by Dave Salvator

Playing second fiddle is just no damn fun. But having to watch the number-one guy repeatedly get all the glory (and the girls) can be a powerful motivator. Such has been AMD's plight in the CPU business. But 1998 saw some very important gains for AMD, the only X86 maker really willing to take on big kahuna Intel in all ranges of performance. One advantage AMD's K6-2 has held is that it's been a solid performer that could be had inexpensively, and it's delivered good, though not market-leading, performance for games. But AMD lost nearly $104 million last year, and it needs to reverse its fortunes; as a result, street prices at press time for the new K6-IIIs were about the same as for the Pentium III at the same clock speed. But given that K6-III doesn't clearly outperform Pentium III, and that there's no longer a price advantage, it seems AMD doesn't have a very compelling case to make with gamers.

So what's new in the K6-III? Basically, this part has its Level 2 (L2) cache integrated into the chip core, which allows the cache to run at full processor clock speed. Perhaps more importantly, the L2 cache now runs on a backside bus, so it no longer has to share bandwidth with system memory, as in previous AMD parts. However, despite this improvement, K6-III's floating-point unit remains unchanged from K6-2, and so AMD is still dogged by a traditional weakness in relation to Intel: floating-point performance, which is key to making 3D games purr.

Number Crunch

When looking at CPU performance, there are three areas to examine. Integer performance (whole numbers, like 24) is important for business apps, and matters for gaming as well. Floating-point performance (numbers with decimals, like 3.14) is extremely important for 3D games, since the triangles in the 3D pipeline are first processed in the CPU's floating-point unit. And finally, a relatively new consideration is SIMD (single instruction multiple data) floating-point performance, which Intel and AMD have in the form of SSE and 3DNow, respectively. SIMD floating-point allows the CPU to handle more data per CPU cycle, thereby speeding up 3D performance. Of the three, traditional floating-point performance still matters most, since that's what nearly all current 3D games use and need. SIMD floating-point performance will matter if and when many games begin taking advantage of it, which may happen later this year.



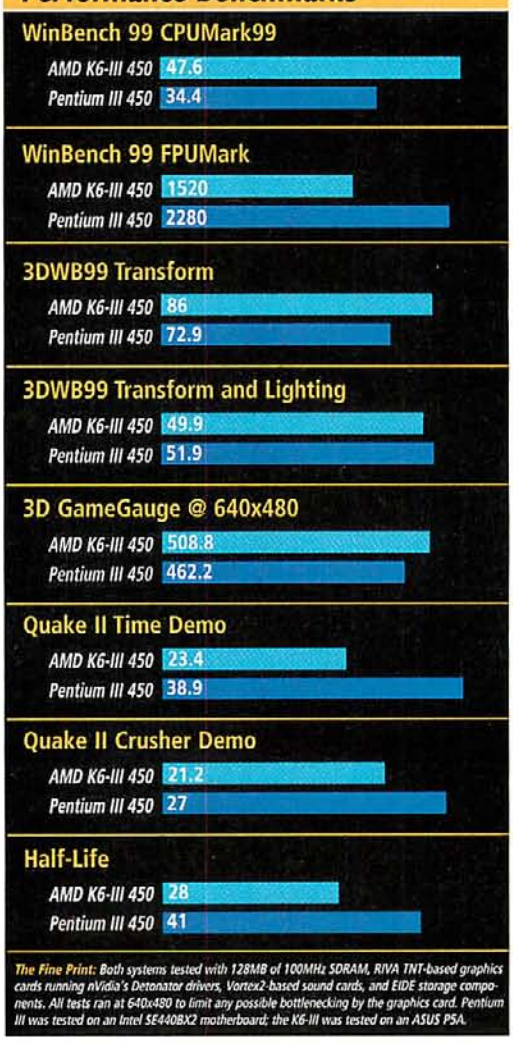
In our testing, AMD outscores Intel on integer performance, probably due to K6-III's onboard L2 cache. But on traditional floating-point performance, Intel still clearly outpaces AMD, which means on games with ever-growing triangle counts that don't use SSE or 3DNow, Pentium III will get you more frames per second. Lastly, on SIMD floating-point performance, the results tend to favor AMD, whose score on 3D WinBench 99's Transform test was well ahead of Pentium III's. This test measures how fast triangles get transformed (moved from frame to frame of animation) in Direct3D's Transform and Lighting (T/L) engine. Next, the T/L test measures how fast triangles can be transformed and lit using D3D's T/L engine. Here the result was too close to call.

This is where things got a little weird. Given Intel's faster floating-point performance, we expected Intel to outperform AMD in game tests, and yet K6-III outpaced Pentium III running 3D GameGauge 1.0, which left us scratching our heads. But then we noticed that on QUAKE II (which has the highest triangle count), Intel bested AMD. So we fired up several newer test games with higher triangle counts, and here AMD's floating-point unit ran out of gas versus Intel. So while K6-III can hold its own on older games, Intel still wins running newer games with higher triangle counts.

Yeah Well, Wait Till Next Time...

AMD does respectably versus Intel in this round, but their second-class performance on traditional floating-point tests still keeps the crown out of reach. AMD's upcoming K7 will have a re-architected floating-point unit that could well put AMD over the top. For now, K6-III is a competitor, though given its lack of price advantage, Pentium III is still the better choice for about the same money. CGW

Performance Benchmarks



The Fine Print: Both systems tested with 128MB of 100MHz SDRAM, RIVA TNT-based graphics cards running nVidia's Detonator drivers, Vortex2-based sound cards, and EIDE storage components. All tests ran at 640x480 to limit any possible bottlenecking by the graphics card. Pentium III was tested on an Intel SE440BX2 motherboard; the K6-III was tested on an ASUS P5A.

COMPUTER GAMING WORLD

★★★½☆

PROS: Solid integer performance; good performance boost with 3DNow.

CONS: No real price advantage over Pentium III; floating-point performance still trails.

REQUIREMENTS: K6-III–compatible motherboard.

Price: $400 (street, for 450MHz)
Manufacturer: AMD

www.amd.comx

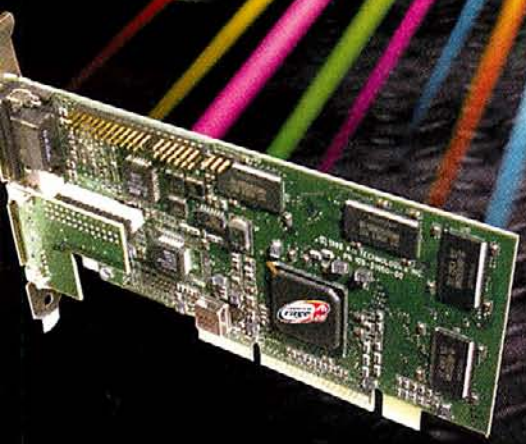
IF YOU WANT TO FRAG IN 16.7 MILLION COLORS TURN ON THE POWER

"ATI totally proved 3Dfx wrong by showing 32-bit rendering can be done without a performance hit..."
www.gamersdepot.com

GRAPHICS BY ATi rage 128

- Why play with only 64,000 colors when incredible 32-bit color rendering delivers 16.7 million colors without compromising 3D frame rate performance
- Packing either 16MB or 32MB of memory, RAGE FURY has the fastest 128-bit 3D graphics available for an incredible 3D visual experience
- Featuring hardware DVD video acceleration and TV-out for big screen gaming (optional feature)
- Supports ATI-TV WONDER, the TV tuner add-on board
- Check out www.atitech.com for history-making news on RAGE FURY and the latest 32-bit true color 3D games





THE POWER OF SPEED

ATi

QUAKE II FRAME RATES

32-bit COLOR | 800x600

ATI RAGE FURY (RAGE 128 GL)	66 fps
STB VELOCITY 4400 (RIVA TNT)	46 fps
STB VOODOO 3 3000	Not Supported
DIAMOND MONSTER FUSION (BANSHEE)	Not Supported

Fastest 32-bit color performance

http://www.atitech.com/ad/cgw

© Copyright 1999, ATI Technologies Inc. ATI, RAGE 128, RAGE FURY and ATI-TV WONDER are trademarks and/or registered trademarks of ATI Technologies Inc. All other company and/or product names are trademarks and/or registered trademarks of their respective manufacturers. Please refer to www.atitech.com/online/fineprint for performance benchmark hardware and software information.

REVIEW • INTERACT'S SV-281 FORCE FEEDBACK FX RACING WHEEL

Drives Me Crazy

The Force Feedback FX Racing Wheel is a "wheel" only in the loosest sense. Rather than employing the typical wheel-with-pedals arrangement, the Force FX is actually a hand-held device modeled after remote controls used for miniature race cars.

Installation was easy using the supplied driver CD, but one major downer is that the FX needs a pair of AA batteries for its force-feedback effects.

When playing NEED FOR SPEED III (NFS3) with the FX, I found that the knob's short throw and high resistance to movement left me facing the sides of the track more often than not. The device worked much better with MONSTER TRUCK MADNESS 2. One good aspect of the FX is the force feedback, which was decently rendered in NFS3.

The packaging boasts that the FX is "perfect for those long, grueling days of racing," but reality tells a different tale. My left hand became seriously fatigued after just four laps in NFS3. And given that I'm ambidextrous and a southpaw mouser, this was especially surprising.



As it turns out, using the FX is an acquired taste—and it's a taste I'd rather not acquire. — *Samuel B. Baker II*

COMPUTER GAMING WORLD

★★☆☆☆

PROS: Great idea, decent controller; good feedback effects for its size; easy installation.

CONS: Somewhat steep learning curve due to design; fatiguing to use; poor documentation; no power supply included, so it needs two AA batteries.

REQUIREMENTS: Pentium 75MHz or higher, Windows 95 or better, 16MB RAM, 35MB hard-drive space, 2x CD-ROM, DirectX-compatible video card, DirectX 5.0-compatible sound card/game port, 2 AA batteries.

Price: $39.99
Manufacturer: InterAct Accessories, Inc.

www.interact-acc.com

REVIEW • THRUSTMASTER FUSION DIGITAL

Beauty and the Bus

It's official. I'm now a USB game controller convert. And with gobs of new USB gamepads on the market these days, it's pretty much all I'm using. ThrustMaster's new Fusion Digital, an updated version of their Rage3D gamepad, proved to be a solid USB performer, though it wasn't flawless.

Installation is pretty straightforward, although you still have to connect the controller midway through the installation process. After connecting the Fusion to the joystick port of a Turtle Beach Montego II (Vortex2-based) PCI sound card, it showed up as "Not Connected."



I took the Fusion for a spin through HIGH HEAT 2000, and it performed like a champ. Its "lizard-eye" D-pad design is still one of the most comfortable I've ever used, and it helps to reduce the "game-claw" feeling you get in your left hand after a long session.

Problems with the traditional joystick port are disappointing, but if you have USB ports on your system (you do, don't you?), you'll probably want to use one of those ports anyway. This way, you can keep both a regular joystick (connected to your joystick port) and a gamepad attached to your system without swapping. — *Dave Salvator*

COMPUTER GAMING WORLD

★★★½☆

PROS: Solid USB gamepad; comfortable to use; painless USB installation; inexpensive.

CONS: Doesn't work via gameport on some PCI sound cards.

REQUIREMENTS: Windows 98 for USB.

Price: $25
Manufacturer: ThrustMaster

www.thrustmaster.com

REVIEW • GAME COMMANDER

Listen *Up!*

Speech recognition for games isn't new, but the Game Commander software package seems to really work. It's a relatively simple system with a fairly clean user interface. You use the included microphone headset to give verbal commands, which are either preset for a handful of "built-in" games or added by you for other games.

Unlike more complex packages, like IBM's ViaVoice, Game Commander requires no training for built-in game commands and minimal training for games you add.

The current version 1.0 doesn't support multiple-keystroke commands, but there's a beta up on www.gamecmdr.com that adds this important capability—with a few bugs, however.

Still, Game Commander is amazing to use. I checked out the built-in presets for the games BATTLEZONE and MECHWARRIOR: MERCENARIES. These worked well, so I created a template for EUROPEAN AIR WAR. Within about a half hour, I was up and flying, telling the computer, "Check six" and "Wing-engage bandits." After the battle I could say "Vector home" and get the heading for home base. It was a real eye-opener.



This is probably not a package for first-person shooters, though. There is a momentary delay while the command is executed, and in multiplayer games, a split-second could mean instant death. But sim jockeys may have finally found something better than keyboard templates and even more complex HOTAS controllers. Check it out. — *Loyd Case*

COMPUTER GAMING WORLD

★★★½☆

PROS: Simple speech recognition, minimal training, easy setup.

CONS: Multiple keystroke version still in beta stage.

REQUIREMENTS: Pentium 200MMX or better.

Price: $44.95
Manufacturer: Mindmaker Software

www.gamecmdr.com



© 1999 ActionWorld, Inc. All Rights Reserved. The GameDealer.com logo and the UGO logo are trademarks of ActionWorld, Inc. All other trademarks are the property of their respective companies.

Go to #210 @ www.computergaming.com/infolink

Loud.



Louder.

Crank Up Your Computer!

80 brain-frying watts of power. Bone-thumping bass from our Advanced Active Servo Technology. 2-way satellites with piercing highs and aggressive mids. Welcome to the new breed of Yamaha multimedia speakers. The new Yamaha YST-MS50 and YST-MS55D (with USB) are the best speakers for games and music on your computer. They'll even blow away your stereo. Get them for as low as $129* at your favorite computer and electronics stores.

YAMAHA

THE WAY YOUR COMPUTER SHOULD SOUND.



MULTIMEDIA SPEAKERS • CD-REWRITABLE RECORDERS • HEADPHONES • SOUNDCARDS

For a brochure, call (800)823-6414 ext. 5217 or visit www.yamaha.com. *Estimated street price for YST-MS50 (Yamaha does not set retail prices).
©1999 Yamaha Corporation of America, Consumer Products Division, P.O. Box 6600, Buena Park, CA 90622-6600

Go to #291 @ www.computergaming.com/infolink

REVIEWS

How Do We Rate?

★★★★★

Outstanding
The rare game that gets it all right. A must-play experience.



★★★★☆

Very Good
Worthy of your time and money, but there are drawbacks.



★★★☆☆

Average
Either an ambitious design with major flaws, or just vanilla.



★★☆☆☆

Weak Seriously lacking in play value, poorly conceived, or just another clone.



★☆☆☆☆

Abysmal The rare game that gets it all wrong. Pathetic. Coaster material.



☆☆☆☆☆

Does Not Rate



We review only finished products—no betas, no patches.

Quote o' the Month

"This game says hello like the business end of a Louisville Slugger."

—Dave Salvator, reviewing High Heat 2000

LOOKING PAST THE HYPE

Everquest



130

The antithesis of ULTIMA ONLINE.

Roller Coaster Tycoon



159

In some ways, better than THEME PARK.

Email Battleship



166

Back by popular demand! Now including the highly anticipated first page.

Heroes of Might and Magic III



148

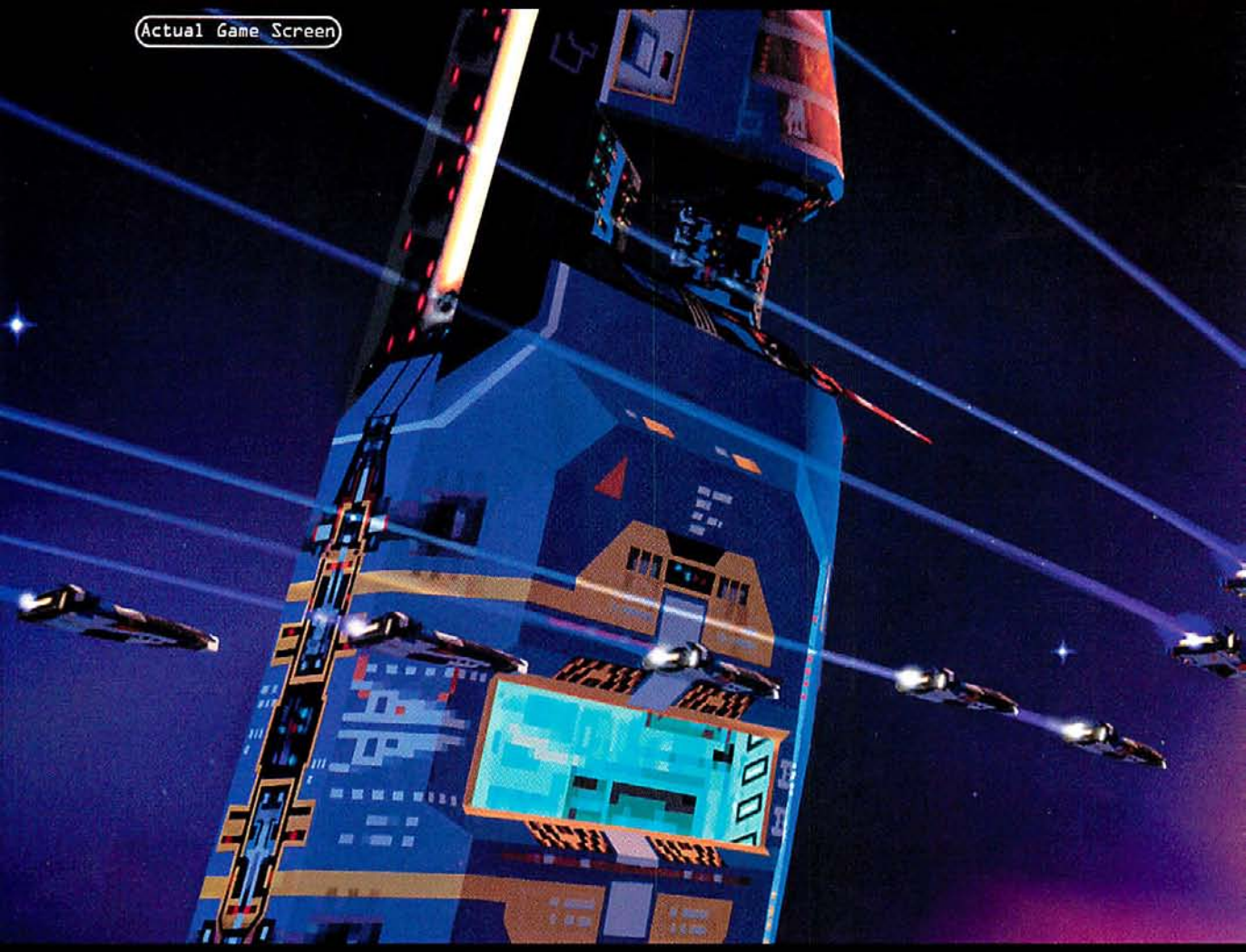
JULY REVIEWS

CG EDITORS' CHOICE GAMES IN RED

GAME	RATING	PAGE
Battleground: Chickamauga	★★★½☆	162
Civilization: Call to Power	★★★½☆	145
Darts	★★★½☆	166
Email Battleship	★☆☆☆☆	166
Email Scrabble	★★★½☆	166
EverQuest	★★★★☆	130
Fighter Squadron	★★★½☆	137
Fleet Command	★★★★☆	152
Heroes of Might & Magic III	★★★★★	148
High Heat 2000	★★★★★	140
Lands of Lore III	★★☆☆☆	133
Machines	★★☆☆☆	165
Redline	★★★½☆	123
Requiem	★★★½☆	127
Roller Coaster Tycoon	★★★★☆	159
Smolensk to Moscow	★★★☆☆	165
Triple Play 2000	★★½☆☆	141
Warzone 2100	★★★½☆	162
X-Wing Alliance	★★★½☆	134

HOMEWORLD

Actual Game Screen

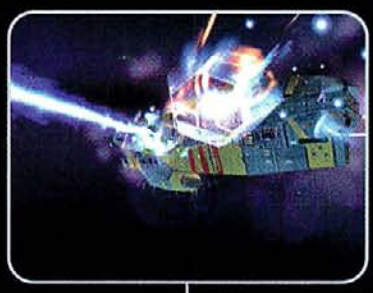


Game of the Show E3 1998 -CGW

W



Choose unit types, fleet formations and flight tactics to create the best combat group for each tactical situation.



An advanced research tree lets you construct 54 ships between two distinct races, from lightly armored fighter class interceptors to gigantic carriers that can build and transport up to 250 ships into battle.



Detailed weapon systems – including mass drivers, guided missiles, ion cannons and mines – operate automatically to track multiple or single targets.

Find detailed gameplay and ship specifications at www.homeworld.net

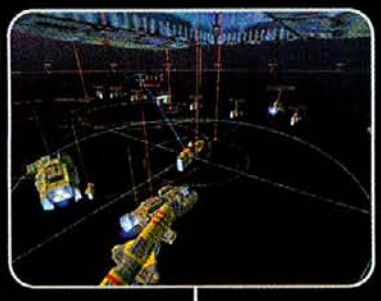
©1999 Sierra On-Line Inc., All rights reserved. Sierra, Sierra Studios and the Sierra logo are trademarks and Homeworld is a registered trademark of Sierra On-Line Inc. Relic Entertainment is a trademark of Relic Ent

LOCATION: The Great Wasteland.

DESTINATION: Galactic Core.



inner of UGO's Best Real-Time Strategy Game of E3



Command the smallest scout ship or your entire armada in an unrestricted 3D world for pinpoint control.



Explore super-detailed galactic regions, from asteroid fields to nebulae to dust clouds.



Lead your Armada through 16 single-player missions, or play against seven opponents over the Internet or LAN in multiplayer scenarios. A robust mission editor lets you create your own maps for online campaigns.

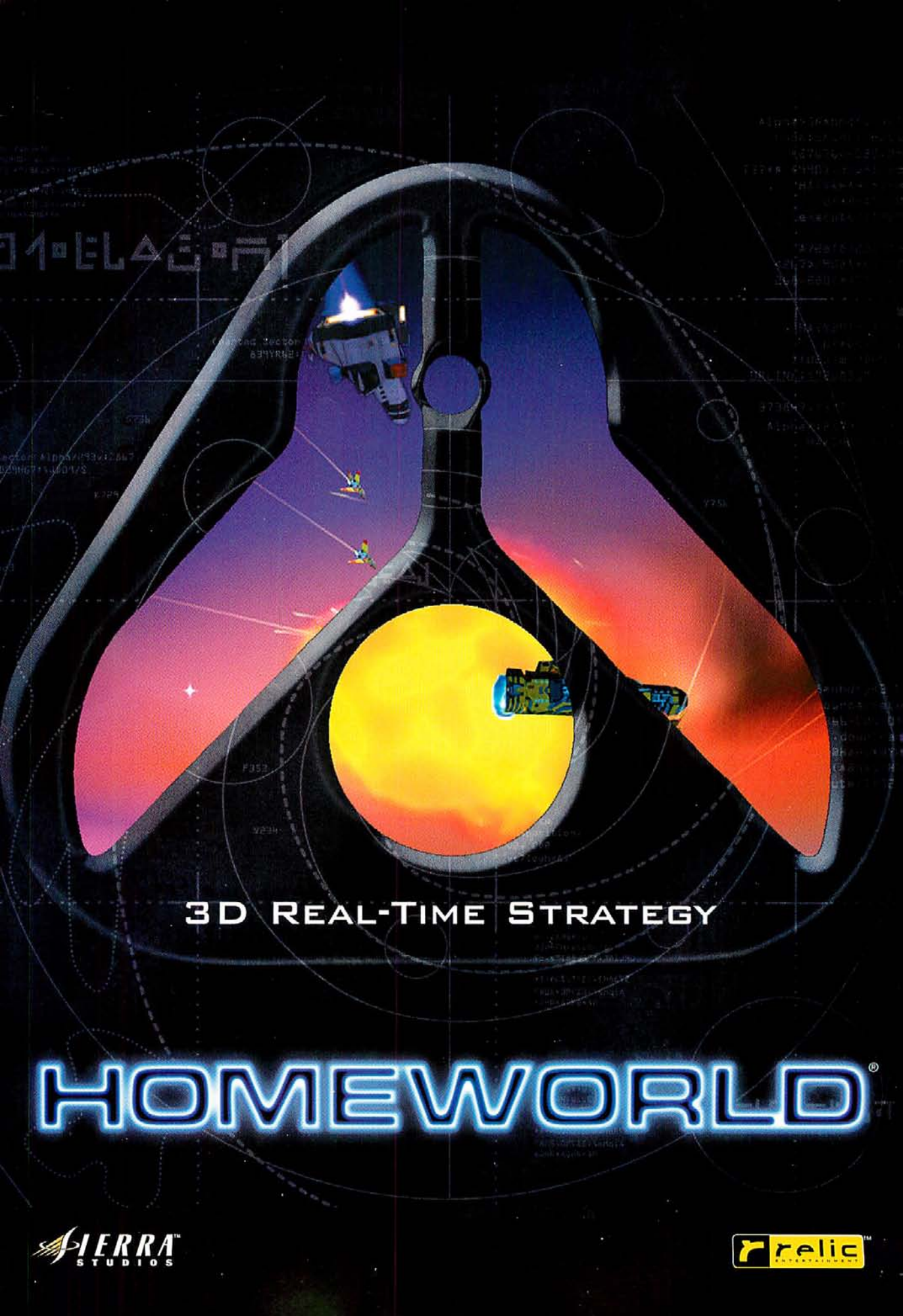
SIERRA STUDIOS™

relic ENTERTAINMENT™

RATING PENDING RP CONTENT RATED BY ESRB

tainment Inc.

Go to #053 @ www.computergaming.com/infolink


3D Real-Time Strategy
HOMEWORLD®
SIERRA STUDIOS
relic ENTERTAINMENT

The Bloody Red Line

REDLINE Delivers Postapocalyptic Car-nage

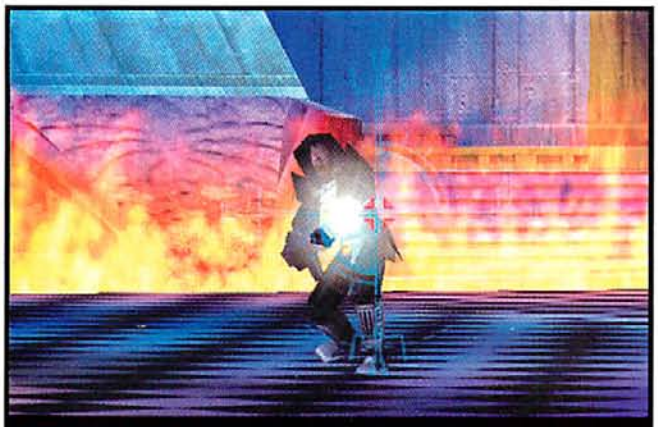
by Mark Clarkson

Things have been tough since the apocalypse. Gangs roam the cities and highways in lethally armed cars, killing and sometimes eating their foes. Unleaded gas is up to $12.75 a gallon—don't even ask about nitro. Fortunately, you're not out to save the world—it's far too late for that. You just want to save your ass.

Blood on the Highway

Set in a grim future of warring gangs and greedy companies, REDLINE is particularly bloody, even for a first-person shooter. Characters don't just die; they explode like an M-80 going off in a baggie full of liver, leaving headless bodies and severed legs stumbling and dancing around. You deal death roughly half of the time on foot and the other half in various vehicles, from motorcycles and dune buggies to tanks and turrets.

The eye candy includes the de rigueur particle and lighting effects, wall damage, and huge explosions. Cars blow up with a ferocious bang that throws big chunks of scrap metal into the air, where they explode again.



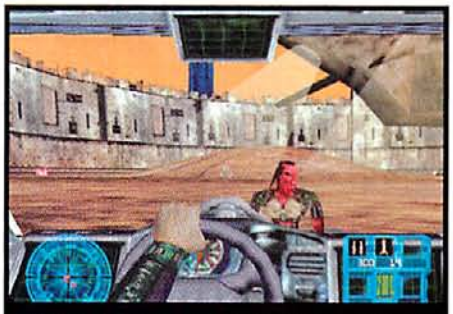
PEEKABOO 2100 The weapons aren't all that original, but the best of them, like this sniper scope/rifle, can deal plenty of carnage.

And when something really big lets go, the ground shakes and rolls, the screen flashes white, and shock waves race outward. Plenty of items in the levels are destructible—boxes, rusting hulks, street lamps, you name it—and you can blast your way through the occasional crumbling wall or cracked door.

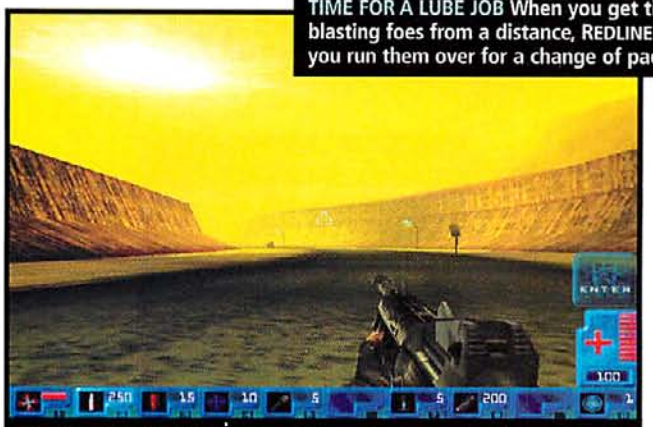
REDLINE's hand-held weapons are mostly standard fare: buzz saw, rocket, machine gun, and grenades. Some new toys include flash grenades, available only in multiplayer, which blind your opponents, and the EMP gun, which temporarily disables a vehicle and forcibly ejects the driver. My personal faves? The sniper rifle with a 4X scope and explosive slugs.

Vehicles also come equipped with an assortment of guns, cannons, mines, and rockets (both guided and unguided). Most even have guns that shoot sideways—nice to have when you're fending off a horde of mutant cannibals.

Sounds vary from great (the machine gun) to so-so (the cars' engines), and the voice acting is pretty solid, particularly in the case of the gruff but lovable commander, Liddy, who guides you through the missions. Interstitial movie segments and briefings are rendered directly in the game engine; unfortunately, this forced me to restart once when a guy got stuck behind a parked car and couldn't continue the canned sequence.



TIME FOR A LUBE JOB When you get tired of blasting foes from a distance, REDLINE lets you run them over for a change of pace.



WHO NEEDS THE AURORA BOREALIS? One thing about a post-apocalyptic world: It sure makes for great sunsets.

Mixed Bag o' Carnage

REDLINE has 12 single-player missions, ranging from car-versus-car battles and stalking aliens on foot in a crashed spaceship to racing full-out across the blasted wasteland in an attempt to reach a garage with the "jaws of life" before the bomb that's wired under your car goes off.

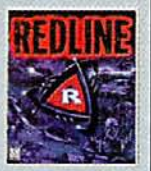
Still, the main goal of gameplay is pretty straightforward: Kill everything in sight. There are a few hidden areas scattered around, and there's the occasional simple puzzle, but they're so rare I hardly ever thought to look for them until I found myself stymied. Multiplayer action—deathmatch and capture the flag—tends to be almost prohibitively fast and fierce.

Unfortunately, level design is too often of the "let's create a big room with 32,000 monsters in it" variety. In the very last segment, you defend your base against seemingly endless waves of cars that keep coming for more than an hour (not counting any time you might spend dying and restarting the game).

While other games have tried to mix vehicular and on-foot combat and done it badly (think NECRODOME), REDLINE does a better job of blending the two into a flashy, fast-paced package. If you can tolerate the somewhat derivative gameplay structure and the endless waves of enemies, you'll enjoy a spin behind the wheel of this deathmobile. CGW

COMPUTER GAMING WORLD

★★★½☆



PROS: Both four-wheeled and on-foot monster-fraggin' fun.

CONS: Brute-force level design.

DIFFICULTY: Intermediate.

REQUIREMENTS: Pentium 266, 32MB RAM, 300MB hard-drive space.

3D SUPPORT: Direct3D required.

MULTIPLAYER SUPPORT: LAN or Internet (2–12 players); 1 CD per game.

Price: $39.95
Publisher: Accolade

www.accolade.com

YOU'RE GONNA

FEATURING THE MUSIC OF
Cypress Hill
FROM THE RELEASE



"CYPRESS HILL IV"
cypressonline.com

BUILT ON THE REVOLUTIONARY QUAKE II ENGINE, KINGPIN: LIFE OF CRIME™ INCLUDES MULTIPLAYER GANG BANG DEATH MATCH FOR UP TO 16 THUGS!



HOP A TRAIN TO GET AROUND TOWN.



TARGET SPECIFIC BODY PARTS AND ACTUALLY SEE THE DAMAGE DONE - INCLUDING EXIT WOUNDS.



TALK TO PEOPLE THE WAY YOU WANT... FROM SMACK TO COOL.

KINGPIN: Life of Crime: ©1999 Xatrix Entertainment, Inc. All rights reserved. This product contains software technology licensed from Id Software, Inc. ("Id Technology"). Id Technology ©1996, 1997, 1998 Id Software, Inc. All Rights Reserved. Kingpin, Kingpin: Life of Crime, Interplay, the Interplay logo, and "By Gamers For Gamers." are trademarks of Interplay Productions. Xatrix and the Xatrix logo are trademarks of Xatrix Entertainment, Inc. All rights reserved.

DIE

ACTUAL GAME SCREEN
(REALLY!)



EVEN THE ODDS BY RECRUITING THE GANG MEMBERS YOU WANT ON YOUR SIDE.

KINGPIN

LIFE OF CRIME™



Interplay
BY GAMERS. FOR GAMERS.™

REQUIRES 3D Acceleration

REQUIRES Windows 95/98/NT

XATRIX entertainment

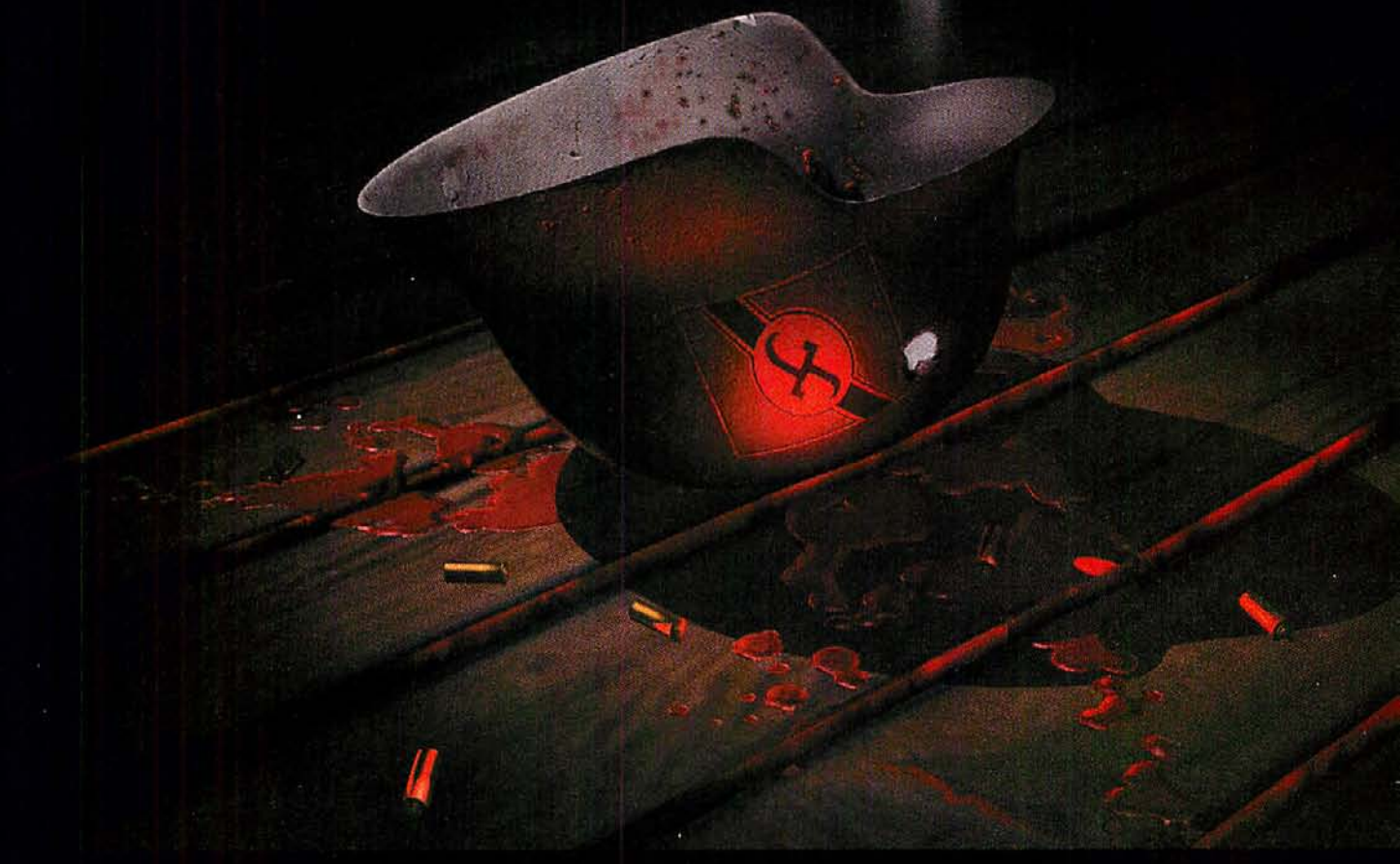
MATURE M CONTENT RATED BY ESRB

For more info go to www.interplay.com/kp-loc.html.

Go to #299 @ www.computergaming.com/infolink

MORTYR

ONE DOWN...
AN ARMY TO GO.



"Wolfenstein 3D with all the latest advances in game play and graphics."
-PC GAMER







REQUIRES 3D HARDWARE
PC CD-ROM

INTERACTIVE MAGIC

www.mortyr.com

Go to #176 @ www.computergaming.com/infolink

Torched by an Angel

Angel With an Attitude Hits Lucifer Hard in 3DO's Action-Thriller

by Gordon Goble

Set against a pulsating, almost liquid backdrop of blood-red textures pulled from Hell itself lies a mélange of death, a landscape dotted with the writhing, partially gutted bodies and torsos of those unfortunate enough to be on the front lines of a maniacal rampage. This is Chaos, where Satan's demons have their way with us humans, and you'll find yourself wading through it within the first five minutes of REQUIEM: AVENGING ANGEL. Yet this graphic introduction is less a visual indicator of upcoming gameplay than an impetus for you, as God's chosen angel Malachi, to fight for what is right and ensure that such carnage does not spread to Earth.

On a Mission From God

Frightening on a grand scale, with creatures, weapons, and sinister environments that rival those of any game, REQUIEM is somewhat less sophisticated than the reigning shooter king, HALF-LIFE. The manual and online tips try hard to convince you it's not a blatant killfest, but the game is far more shooter than thinker. Still, you must kill selectively, since killing the innocent has dire consequences; use the art of conversation to extract important information from NPCs; and locate and utilize various items to help you along your way.

It's a good thing, then, that Malachi is one capable spirit, with an array of both magical and secular powers at his disposal. As God's smiting hand, you'll have command over an assortment of offensive and defensive spells, each garnered after completing certain tasks or entering key areas. Spells are cast in much the same way you'd fire a traditional weapon.

And man, do some of these spells pack a wallop. For example, Apocalypse destroys everything in the vicinity amid a blinding flash of light, while To Salt reduces animated bodies to crumbling pillars of dust. All, however, pale in comparison to Bloodboil, where your target percolates and spews blood before ejecting limbs and head and ultimately exploding.

Malachi can also Heal, Deflect attacks, shine Holy Light in dark tunnels, take momentary Flight, or just simply mosey about unarmed to avoid suspicion. You may even want to Warp Time and slow things down—great when surrounded by monsters.



BATTLING YOUR PERSONAL DEMONS In this case, your personal demon just happens to be Satan. Have a nice day.

Holy Hand Grenade

Alternately, if mystic powers leave you feeling cold, more conventional worldly weapons run all the way from your basic handgun to grenade launchers, zooming sniper rifles, and missile launchers. Each shot is accompanied with believable audio bursts and slick visual indicators, the most spectacular being the tremendous fireballs and thick smoke screens from the powerful long-range missiles.

The fast-framed and mostly Earth-bound REQUIEM world, meanwhile, is simply beautiful. It's peppered with dizzying ups and downs, water to swim through, breakable windows, moving subway cars, open-air rooftops, elevators, and murky caverns. Each thoroughly convincing outdoor and indoor backdrop is draped with superb lighting and color.

It's worth noting that, particularly at the middle and upper difficulty levels, the progress of Malachi will be stalled intermittently by maze-like nooks and crannies, puzzling mobility tests, and that tired old unlock-the-door recipe. With all this and a legion of evildoers to boot, saving religiously is strongly recommended.

Adding to the game's appeal, bad guys come in virtually any form you can imagine, from humans, human-mechanical hybrids, and pure machines to demon dogs and bizarre flying beasts with diaphanous wings. At the completion of each of the trio of acts waits a particularly vicious brute that will taunt and talk and perform an incredible circus of stunts and a great light show before killing you. While enemies generally act sensibly as they pursue you and coordinate assaults, they are also capable of acting like complete idiots, sometimes circling in front of you as if you weren't there. Other drawbacks include monsters' propensity for appearing out of nowhere and for simply standing in one place, waiting for you to cross a trigger point before they notice and attack you.

REQUIEM follows the HALF-LIFE recipe of mini-chapters as opposed to time-consuming full-level loads, and in this way it's wonderfully fluid. Voice acting, so vital in a game with this much verbal interaction, is strong throughout, and ambient sound effects are appropriately frightening. Heavy-duty lag time bedeviled online play on Mplayer, but hopefully 3DO will fix that.

Still, with its thundering gameplay, frightening sound and graphics, and innovative use of holy powers, REQUIEM: AVENGING ANGEL is a hot-as-Hell little number. CGW

COMPUTER GAMING WORLD

★★★★½☆



PROS: Excessive violence; better-looking monsters and better monster death scenes than most competing games; great audiovisual variety; powerful weapon and spell effects; some interaction between characters.

CONS: Excessive violence; sometimes questionable monster actions and reactions; extreme difficulty forces lots of repetition.

DIFFICULTY: Advanced.

REQUIREMENTS: Pentium 200, 32MB RAM, 275MB hard-drive space.

3D SUPPORT: 3dfx, Direct3D.

MULTIPLAYER SUPPORT: Modem, serial connection (2 players), LAN, Internet (2–8 players); 1 CD per player.

Price: $49.95
Publisher: 3DO

www.requiempc.com

Wrath of God



Turning your enemies to salt or boiling their blood until they explode are just a couple of the nifty heavenly powers you'll use to show heathens the error of their ways.

IN 1982, HE TERRIFIED A GENERATION OF ARCADE PLAYERS AND BECAME A CULT FIGURE.









THQ

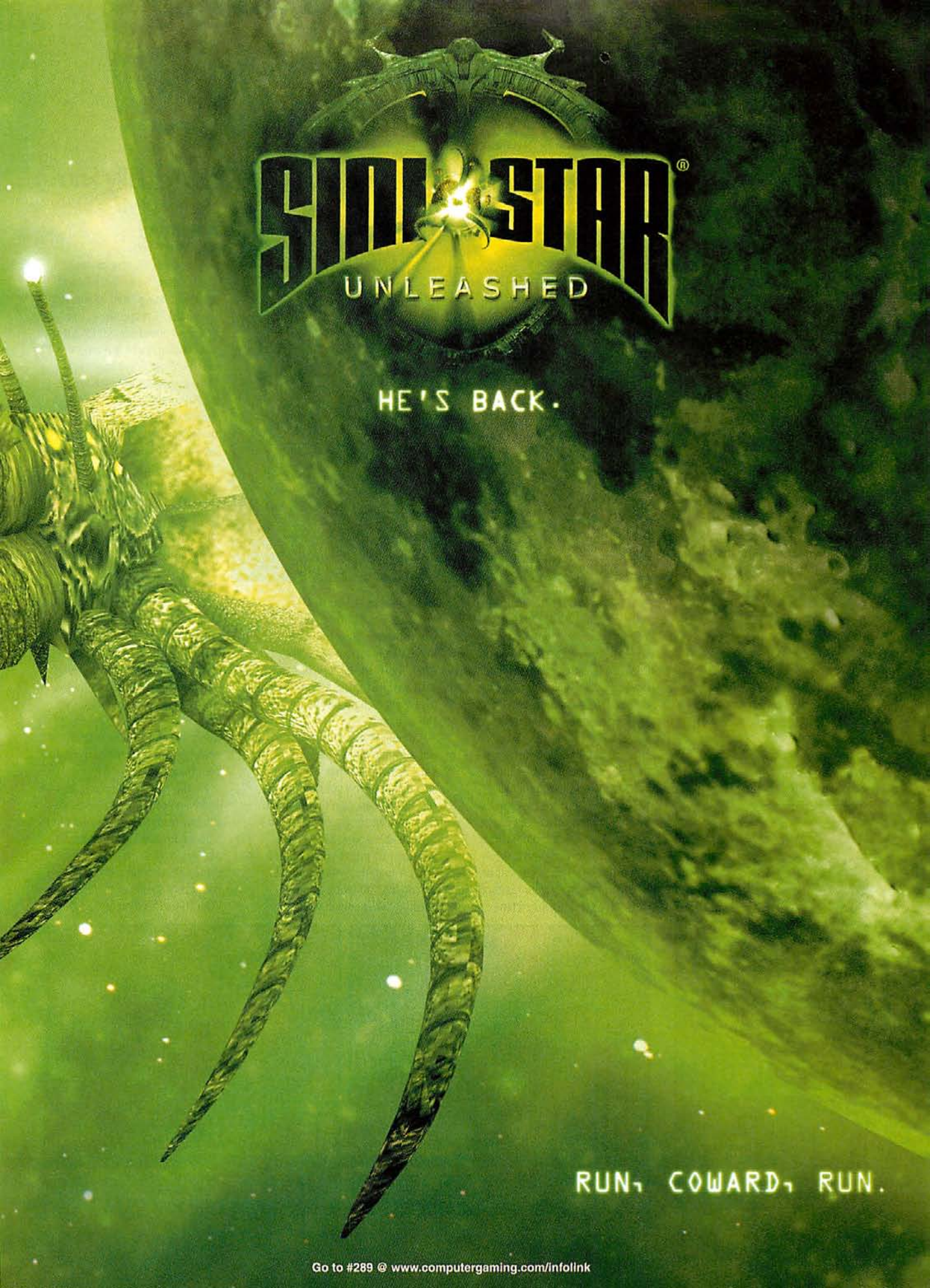
www.thq.com

www.gamefx.com

RATING PENDING RP CONTENT RATED BY ESRB

SUMMER '99

Sinistar © 1982 Midway Games Inc. Sinistar and Midway are registered trademarks of Midway Games Inc. and used under license by THQ Inc. All rights reserved. GameFX and THQ Inc. are trademarks of THQ Inc. Software to this game © 1999 THQ Inc. All rights reserved.



Go to #289 @ www.computergaming.com/infolink

Online Bashfest

Despite Technical Problems and Simplistic Premise, EVERQUEST Is Actually Fun

by Thierry Nguyen

EVERQUEST is the DIABLO of 1999. An odd comparison, you say? Well, here's how they're alike: They both offer a very simple premise ("go forth and thwack many creatures to gain levels and loot"), and despite this simple premise (or maybe because of it), they're both damn addictive and fun. While many details keep EVERQUEST from being perfect, it's ultimately a great way to eat up your time online.

Elven Rangers Away!

For an online-only game, EVERQUEST is very much a traditional RPG. It begins, like most RPGs, with character generation. First, you need to choose a server (they are all located in southern California, so you just need to select one based on how many people are on it). Then you choose your race, class, face, and name, and distribute attribute points. Due to the time investment this game requires, and the reality of deadlines, I did most of my gaming with a traditional RPG class (Half-Elf Ranger), and dabbled with some other characters and servers to get a feel for the game. Leveling is like AD&D, in that it takes a long, long time to gain levels depending on what you do. Realistically, most people will only have time to develop two, maybe three characters at most.

Character development in EVERQUEST is skills-based. Each character starts with a certain set of skills, and you improve these skills by using them. Your skills will cap out after a while, however, and you'll need to gain another level to develop them further. The way to increase levels is either through lots of combat or finishing quests for your guild or other NPCs. Finally, every time you gain a level, you get five "practice points" that you can use with your guild trainer to immediately increase a skill's level. This is useful for skills that take a while to rise, as you can give them a slight boost right on the spot.

Combat is real-time, but it's not a frantic mouse-clicking festival. Each weapon has a specific speed, so clicking your mouse as fast as you can won't work—you have to wait for your weapon to be available again. Even easier, you can just target your foe and press A to initiate auto-combat; all you have to worry about is keeping the enemy in view.



CIRCLE OF MAGIC The best way to play EVERQUEST is to find five other gamers, join up as a party, and bond together via magic.

A Hunting We Will Go...

EVERQUEST is an extremely social game. Several aspects of its design are geared to support teamwork. For one thing, to ease concerns about rampant killing and looting, there is a player-versus-player (PVP) flag. Non-PVP players cannot be harmed by PVP players, and can't be looted by them either, in life or in death. You have a choice of whether or not to be PVP. You can either activate PVP mode yourself or start on a server where everyone is PVP.

After that, you'll realize that once you hit a certain level, it's usually pretty hard to take on monsters by yourself. It's then time to find some other players around your level (up to five others), and band together. That fearsome Orc legionnaire won't seem so bad once you have a Mage, Cleric, and fellow Warrior taking it on. However, if you are three or more levels apart from each other, the lower-level person won't get any XP. This is to deter newbies from tagging along with their buddies for free XP.

Finally, there is a thriving player-driven economy. While people still buy from NPC shops, a lot of gamers develop their trade skills, and you're guaranteed to see someone auctioning off some odd item every couple of minutes. With NPCs charging outrageous

COMPUTER GAMING WORLD

★★★★☆



PROS: Good graphics engine, large gameworld, choice of PVP or not, teamwork emphasis.

CONS: Simplistic gameplay; abysmal manual; occasional major technical problems.

DIFFICULTY: Intermediate.

REQUIREMENTS: Pentium 166, 32MB RAM, 500MB hard-drive space.

3D SUPPORT: Glide, Direct3D.

MULTIPLAYER SUPPORT: Multiplayer only.

Price: $44.95
Publisher: Sony/989 Studios

www.989studios.com



WELCOME TO WEST ORCLAND EVERQUEST does a great job of varying the looks of the regions, such as this Orc town on the outskirts of the Wood Elf town Kelethin.



TROLLING FOR LOVE The different races have unique characteristics, from the disgusting Trolls to the intellectual Erudites.

Newbie's Guide to Norrath

The game's manual is abysmal, but fortunately there are quite a few online sites that give you great information on the game. News sites like www.eqvault.com or eq.stratics.com are good places to start. The best site for newbies is AllaKhazam's guide (everquest.gamestats.com), which offers good tips for character generation, plus links to the main EVERQUEST sites. Also, be sure to check out GameSpot's excellent GameGuide at www.gameguides.com/guides/evrquest/index.html.

prices (armor that costs as much as my San Francisco apartment), players turn to each other for commerce.

When playing on an unofficial "role-play" server (like Fennin Ro), you really see people taking the game seriously. There, I've seen people debating the true nature of a Paladin, or snobbish High Elves making disparaging comments about both Dark Elves and Wood Elves in conversation. Okay, it *is* a bit geeky, but it's better than seeing guys named h@x0rd00d talk about their latest warez trade.

Clockwork Machinery in the Fair Land

Technology-wise, EVERQUEST is outstanding. It uses a 3D engine comparable to those of action games. Spell effects earn a lot of "wow, pretty" reactions, as do the changing weather and the overall look of the characters and the towns. There are still some rough-looking areas, but overall, the engine puts EVERQUEST light years ahead of other RPGs. The gameworld is huge (boat travel between the three continents takes about 45 minutes in realtime), and there's a variety of environments, from the peaks of Everfrost to the dingy underground caverns of Ak'Anon.



BRING OUT YOUR DEAD When you die, you suffer an XP loss and you need to go find your corpse and snag all the stuff you had on you when you died.

Lag is handled extremely well. Client prediction is built in, and what sometimes happens is that an enemy stands still and then "warps" forward, but that's nothing big. When the lag does hit, however, it hits hard. A couple of times, I got severe packet loss, and just dropped out of the game altogether.

What's wrong with EVERQUEST? Well, the manual is horrid. An ugly table listing all the skills would have helped greatly, instead of a woefully vague description of about five skills. Also, the quests, as they stand, offer too little for too much. I find an Orc with an axe, and all I get is a bit of XP and the equivalent of four cents? So, until the quests become more motivating, you have to gain XP through lots of combat, which may be too simplistic for some gamers. Finally, the loading times between the various zones of the world can take a few minutes.

Then the inevitable question: EVERQUEST or ULTIMA ONLINE (UO)? I have to take the "apples and oranges" argument here, because that is what it boils down to—even if that sounds like a cop-out. UO is a world simulation, EVERQUEST is a social hack-and-slash. UO has more freedom built into it, and you can actually make a living off of trade skills. EVERQUEST is more about sheer adventure and combat, and the trade skills are useful, but you can't really be a tailor or a baker. Those wanting a deep world sim should go to UO, while those who like hack-and-slash gaming should go to EVERQUEST.

Is it worth the $9.89 per month? That depends on three things: (1) you don't mind the pure hack-and-slash gameplay, (2) you can find some like-minded adventurers to quest with, and (3) you're willing to put up with the minor annoyances that pop up every now and then. If you meet these criteria, you'll find EVERQUEST a very fun and rewarding online RPG. CGW



LESSON IN THE DOJO Level gains give you the chance to practice your various skills with your designated guild trainer.



FLUTTERING FAERIES EVERQUEST has all the typical fantasy critters to kill. Note that this is nighttime and the Pixie generates her own light.



MURDERERS AND THIEVES The red names indicate that the player is in PVP mode. You can either activate PVP mode yourself or start on a server where everyone is PVP.

"A great game for those who like well-crafted plots, interesting and well-acted characters, and healthy doses of murder, intrigue and mystery."
—Sci-Fi Universe

"Best Adventure Game of the Year."
—Just Adventure

"Plot and puzzle are evenly balanced to propel you forward ... you'll be too embroiled to give up."
—PC Games

"a Star Wars meets Indiana Jones meets Sherlock Holmes interactive adventure"
—Unsealed Entertainment Webzine

"An absolutely outstanding gaming experience"
—Antagonist Games Network

"'98 Editor's Choice Award"
—WarZone Gaming Site

"Combines a rich visual experience ... with a detailed story and hours of gameplay."
—Next Generation

"A great story and engaging puzzles."
—Computer Games Strategy Plus

dark Side of the Moon™

SOUTHPEAK INTERACTIVE

DELUXE EDITION

Includes DVD-ROM, 6 CD-ROMs and Strategy Guide



YOU FOUND YOURSELF ON THE DARK SIDE OF THE MOON?

PC GAMER EDITORS' CHOICE

"One of the best adventure games to come down the pike in many moons"
- PC GAMER

A sci-fi adventure that will immerse you in 360° of completely seamless, incredibly realistic, motion picture-quality gaming.

VIDEO REALITY™

www.southpeak.com

© 1999 SouthPeak Interactive. All rights reserved. SouthPeak Interactive, the SouthPeak Interactive logo and Dark Side of the Moon are trademarks or registered trademarks of SouthPeak Interactive LLC. Video Reality and the Video Reality logo are trademarks or registered trademarks of SAS Institute Inc., used under license. Other brands or product names are trademarks or registered trademarks of their respective companies.

TEEN T AGES 13+ CONTENT RATED BY ESRB

Strike Three

LANDS OF LORE III Continues the Franchise's Steep Decline

by P. Stefan "Desslock" Janicki

When LANDS OF LORE: GUARDIANS OF DESTINY was released in 1997, many role-playing game fans were disappointed that the belated sequel cast players in the role of a single, preset character and bore little resemblance to its predecessor, THRONE OF CHAOS. By minimizing RPG elements and crafting an adventure/RPG/action hybrid, developers at Westwood hoped the second LORE game would have broader appeal. With RPGs enjoying a renaissance, LANDS OF LORE III has been released with the enticing prospect of enhanced RPG elements. Unfortunately, simplistic gameplay, barren environments, and horrible character AI collectively make playing LANDS OF LORE III an unsatisfying gaming experience.

Soul Purpose

Players are given the guise of Copper LeGre, who, after witnessing the dismemberment of his father and nasty stepbrothers courtesy of dimension-hopping hounds, realizes that he's both become the heir to the throne of Gladstone and lost his soul.



I HATE IT WHEN THAT HAPPENS Gladstone falls to pieces as the dimensions cross into one another.

Copper has to travel through portals to five strange "worlds" in order to conveniently both save the realm and recover his soul. Thanks to the court mystic, lacking a soul hampers Copper less than losing a wristwatch and bears no impact on gameplay whatsoever, other than giving you additional motivation in case "saving the realm" wasn't sufficient encouragement.

Unfortunately, gameplay is substantially similar, and uniformly simplistic, in each dimension. The realms lack scope and, with the notable exception of the Fire World's dragon city, any sense of scale. There's only a handful of creatures in each realm and less than a dozen characters who have more than two lines of speech. Exploring a world largely consists of traveling down barren, linear, claustrophobia-inducing paths. A capable 3D card will produce some nifty, if overused, colored lighting effects and impressive backgrounds, but the quality of the graphics varies greatly, as the voxels and sprites used to depict characters and items devolve into pixelated blobs up close. Certain areas (Underworld, Shattered Desert) overcome the limits of the game's engine, producing a few memorable moments. Others, such as the forest, with its canopied roof, pixelated bushes, and solid walls of textured trees, look completely artificial.

Familiar Play

You can customize your character by joining one or more guilds and by selecting a familiar (a guide). There are four guilds (fighter, mage, cleric, and thief), but there's little incentive not to enroll in all of them. Copper gains levels faster with fewer memberships, but levels are relatively unimportant, since there's readily available equipment that'll enable neophyte characters to dish out formidable damage. Gaining levels is ludicrously easy in any event, as you can rack up experience stomping pitiful training opponents. Each guild offers only a couple of quests once you've completed its initiation, and later quests primarily require a tedious return trip to an explored world to grab a previously inaccessible item.

Voice acting is generally painful and often occurs at inappropriate times. During frantic moments, your familiar will invariably announce an intention to look for trinkets while Copper retorts that he's "hungry enough to eat a horse." Huh? Get in the game, Copper. Play to win.

AI is atrocious, as the mute lower-Gladstone citizens smash against walls and the pathfinding of the three dozen enemy types makes combat almost always a joke, winnable by strafing left and right and bouncing arrow after arrow off the heads of your hapless, uncoordinated foes. Since opponents are rare, the environments themselves challenge you with jumping and "thrilling" box-stacking puzzles that are apt to cause more character deaths than the game's battles. It's hard to understand Copper's constant need to inhale food, or the gameplay benefit which that touch of "realism" provides, in a light-hearted game that features fireball-hurling chickens.

Concluding LORE

The game isn't all bad. Music and sound effects are varied and appropriately reflect Copper's immediate surroundings. Some elements from past games make welcome reappearances. The interface provides convenient access to available items, spells, and weapons and the comprehensive journal automaps your travels and records NPC conversations and other useful information.

But the few noteworthy features are overwhelmed by the game's flaws. The initial release is unstable, frequently crashing on startup with some video cards, and it's intolerant of certain virtual memory cache settings and 3D sound cards. Clipping errors and missing textures are frequent enough that I suspected pits of being graphical errors. Ultimately, however, it's the simplistic and repetitive gameplay that makes LANDS OF LORE III more of a chore than a pleasure to play. CGW

Editor's Note: A longer version of Desslock's review can be found at ***www.gamespot.com.***



MIXED BAG The graphics in LANDS OF LORE III are not very impressive—but some effects, like these flames, are cool.

COMPUTER GAMING WORLD

★★☆☆☆



PROS: Nice sound effects, decent interface and automap; it's short.

CONS: Outdated graphics, horrible AI, overly simplistic combat, barren environments, bad voice acting.

DIFFICULTY: Easy.

REQUIREMENTS: Pentium 166, 32MB RAM, 450MB hard-drive space.

3D SUPPORT: 3dfx, Direct 3D.

MULTIPLAYER SUPPORT: None.

Price: $44.95

Publisher: Westwood Studios

www.westwood.com

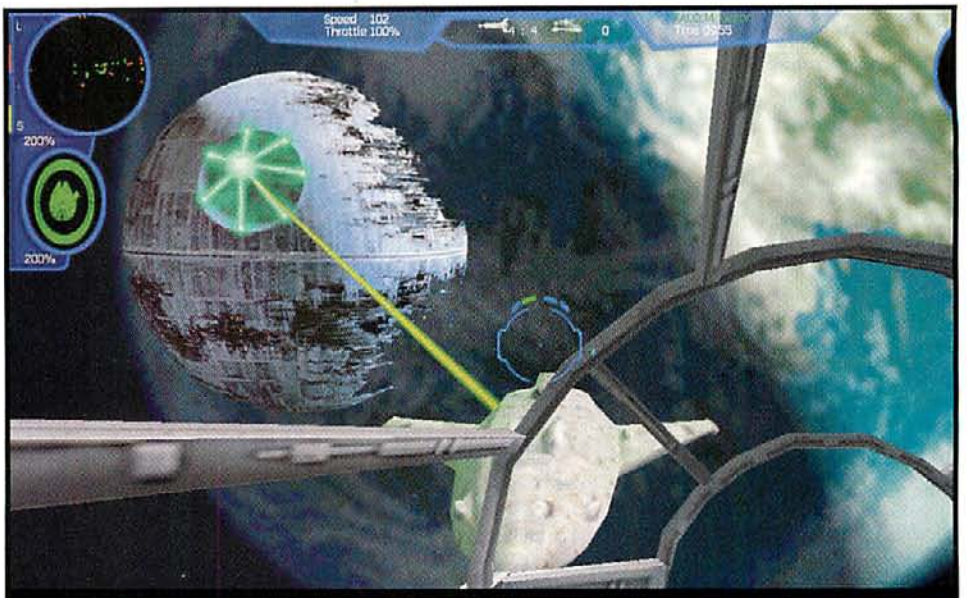
Death Star Duel

Numerous Glitches Weaken Lucasarts' Epic New Star Wars Sim

by Thierry Nguyen

A shady figure plays with a deactivated lightsaber. "I understand. You found paradise in the Empire, had a good trade, made a good living. The storm troopers protected you, and there were courts of law. And you didn't need friendship from me. But now you come to me and you say, 'Don Azzameen, give me justice.' But you don't ask with respect. You don't offer friendship. You don't even think to call me Jedi Master. Instead, you come into my house on the day the new Death Star goes online, and you ask me to do murder, for money."

Okay, perhaps X-WING ALLIANCE isn't quite that close to *The Godfather*. But there are definite similarities. Remember the shady conflict between the Corleone and Sollozzo families, where one family stuck to their traditional values while the other family ventured off into dark, corrupt territory? Now imagine that scenario, but within the *Star Wars* universe. That's the heart of X-WING ALLIANCE, where the honest Azzameen family is pulled into a familial war with the Viraxo family, who have embraced both the Galactic Empire and the Black Sun syndicate. The final entry in Larry Holland's line of STAR WARS space sims, X-WING ALLIANCE is a lot like *Return of the Jedi*. It looks great and ends with a bang, but has several flaws that keep it from being the best of the three. (At least there aren't Ewoks everywhere.)



THAT THING'S OPERATIONAL! The epic Battle of Endor from *Return of the Jedi* is recreated authentically here.

COMPUTER GAMING WORLD

★★★½☆



PROS: Great mission design, better story than previous games, good 3D graphics.

CONS: Quirky scripting, audio bugs with Vortex 1 cards, shallow multiplayer, disappointing ending.

DIFFICULTY: Advanced.

REQUIREMENTS: Pentium 200, 32MB RAM, 150MB hard-drive space.

3D SUPPORT: Direct3D.

MULTIPLAYER SUPPORT: Modem or serial (2 players), TCP/IP Internet (2–4 players), IPX or TCP/IP LAN (2–8 players); 1 CD per player.

Price: $49.95
Publisher: LucasArts

www.lucasarts.com

Family Business

Listening to the flood of complaints about the lack of single-player in X-WING VS. TIE FIGHTER, developer Totally Games went back to its traditional formula of a scripted single-player campaign. While previous games had you playing a nondescript pilot for either the Rebel Alliance or the Galactic Empire, this installment has a more personal feel to it.

You take the role of Ace Azzameen, the youngest son in the Azzameen family. At first, you're just hauling containers for your father's trading business, but soon enough, the Rebel Alliance recruits you. During the 53-mission Rebel campaign, you'll be flying normal military missions, mixed in with the occasional family business–themed mission. Ace's story is told through a series of emails, mission briefings, and a large amount of plot-related radio chatter during missions.

Because the campaign is linear, with pre-scripted missions, you'll have to replay failed missions until you succeed. You can "sit out" up to three of the Rebel campaign missions, but you'll have to fly all the family business missions to success.

Although the scripted cam-



FEEL THE FORCE The updated flight engine allows for some truly epic fleet battles.



LIKE SHOOTING WOMPRATS If you're looking for a little variety, let your droid fly the ship and hop into one of your ship's turrets.

paign means there won't be any surprises when you replay, it does allow for some genuinely interesting missions. One mission is something of a "practice Death Star run," as it entails your entering an Imperial Research Facility and destroying its reactor. Others start as routine missions and end up with surprises like a visit from the Super Star Destroyer *Executor*, or an attack by a swarm of Zero-G Stormtroopers.

Doing the Kessel Run in Three Parsecs

The missions have a more epic feel here, as the paltry 32-ship maximum of earlier games in the series has been bumped up to 96. One mission redefines the term "furball," as you scramble to defend your capital ship from an immense horde of incoming Tie Fighters. And in missions that take place in neutral territories, you'll actually see civilian traffic passing by a customs station or a spaceport.

Cockpits have seen a big improvement. The 2D bit-mapped cockpit imagery is gone, replaced by a full 3D cockpit with a HUD overlay. In addition, the developers brought over the concept of a padlock view, which tracks your targeted enemy, from flight sims. This can make a huge difference in combat, discouraging "sit and spin" tactics. When flying transport ships, you can hop into a turret to defend your ship. There are automated features to improve your gunnery. You can either set the turret to auto-fire on your current target or man the turret and have your droid co-pilot fly to keep the target in your firing arc.

This is the first *Star Wars* sim designed from the ground up for 3D cards, and the Direct 3D support is much better than that retrofitted to X-WING VS. TIE FIGHTER. This doesn't quite have the all-out 3D beauty of, say, WING COMMANDER: PROPHECY or even INDEPENDENCE WAR, but it does look markedly better than previous releases. Colored lighting indicates shield damage, and doing damage to installations and capital ships rewards you with explosions, sparks, and gases venting from various spots. The sim also supports DirectSound 3D audio, providing a slick Doppler effect when Tie Fighters fly past.

Your Jedi Training Is Incomplete

Unfortunately, X-WING ALLIANCE scores another first for LucasArts: The game is riddled with minor bugs and technical flaws. The scripting system has several. The email system would send me email about plot revelations *before* such revelations occurred, alerting me to plot twists before they happened. Also, if I didn't follow the script exactly, I was rewarded with a host of weird errors, such as critical ships exploding for no apparent reason, critical ships dumbly flying into enemy opposition and hence getting shredded, and ships sitting there doing nothing, leaving me twiddling my thumbs in the cockpit.

While the single-player game is dramatically improved, the multiplayer support is merely decent. An option-packed skirmish mode is nice for quick missions, but there aren't any good cooperative missions along the lines of those in X-WING VS. TIE FIGHTER or its BALANCE OF POWER expansion. Some of the single-player missions are just plain dumb, as well. Who thought it would be entertaining to search for one specific container in a group of 30? Thankfully, these boring missions make up only a small portion of the campaign.

The biggest disappointment, though, comes near the end. As advertised on the box, you'll fly the Millennium Falcon at the Battle of Endor. The problem is, you don't fly as Ace, the character you've spent the game building. No, suddenly the spirit of Billy D. inhabits you and you're Lando Calrissian recreating the mission from the end of *Jedi*. At the end of the original X-WING, you did replay Luke Skywalker's mission against the Death Star. But that game didn't have you invested in your pilot. Here, you see much attention given to Ace's family troubles, then after a seemingly rushed mission, their story is thrown out and you're flying a rehash of a movie scene.

I commend the team for making a great reenactment of the destruction of the second Death Star, but at the same time, it's disappointing that they finished with the Battle of Endor rather than really tying up Ace's story. Hopefully we'll see the story given a better wrap-up in the inevitable expansion disc.

X-WING ALLIANCE does a good job of solving many of the problems with earlier games in the series, but some gamers won't like its fundamental design. And this is a product with numerous odd little quirks and glitches, which is very unusual for LucasArts. Still, it's a much higher note to leave on than X-WING VS. TIE FIGHTER. CGW



FEAR AND FLOATING Look for plenty of twists in the missions, such as encountering a platoon of Zero-G Stormtroopers.



BIG MAMA This time, the capital ships are Big. With a capital B.



BUZZING IN THE ZONE The padlock view locks your eyes on your current target.

ENEMY ENGAGED

APACHE HAVOC

"LOOK OUT LONGBOW!"
–PC GAMES







THE ULTIMATE POWER STRUGGLE.
THE ULTIMATE FIGHTING MACHINES.

- Two fully simulated combat helicopters: the US AH-64D Apache Longbow & Russian Mil-28N Havoc B.
- 3D engine specifically designed for low level helicopter combat.
- Highly detailed and articulated 3D models and authentic flight dynamics.
- Three vast combat zones featuring countless missions and dynamic campaigns that offer something different every time you play.
- All weather missions - day, night, dusk, dawn and rain.



- Massive multi-player campaigns, via serial, modem, LAN or Internet.
- Ultra-realistic avionics displays and instrumentation.
- 90 fixed cockpit views and a detailed virtual 3D cockpit for each chopper.
- Realistic and Novice options.
- Fantastic stereo sound effects and speech.
- Direct3D® support.

TWO GREAT GUNSHIPS - ONE GREAT GAME

AVAILABLE NOW
PC CD-ROM
WINDOWS® 95 & 98

empire INTERACTIVE

Call 1 800 INTERPLAY
Download the demo at
www.empire-us.com

EVERYONE
CONTENT RATED BY ESRB

Distributed By
Interplay
BY GAMERS. FOR GAMERS.™
www.interplay.com

ENEMY ENGAGED - APACHE HAVOC and Empire Interactive are trademarks of Entertainment International (US) Inc. Software ©1998 Razorworks Ltd. All rights reserved. Interplay, the Interplay logo and "By Gamers. For Gamers." are trademarks of Interplay Productions. All rights reserved. All other trademarks are property of their respective owners.

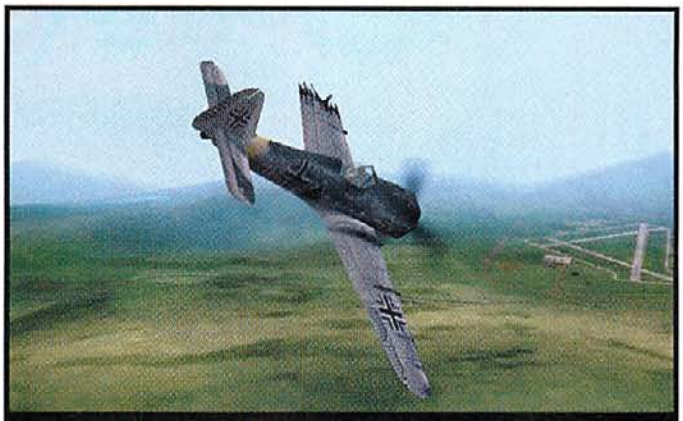
Boom and Zoom

In FIGHTER SQUADRON, It's All About the Dogfight

by Robin G. Kim

FIGHTER SQUADRON: THE SCREAMIN' DEMONS OVER EUROPE (SDOE) doesn't just stand out for having the longest name. Where its competitors concentrate on broad historical campaigns, SDOE has a smaller scope, carving out a niche for itself with quick-to-fly sorties and good dogfighting action.

SDOE lacks any sort of campaign mode, limiting gameplay options to instant action, multiplayer dogfights, and a mix of canned missions playable in any order. The sim provides 30 missions, but because each can be flown from several viewpoints, the number of scenario combinations runs into the hundreds. For example, a mission pitting a flight of B-17s with P-51 and Spitfire escorts against two groups of German interceptors can be played from five different perspectives. You can even switch between aircraft in-flight. And you can create additional missions to play or share with friends using the sim's mission editor. To maintain continuity between missions, the sim keeps pilot records that track cumulative scores, kills, and decorations.



ON A WING AND A HALF Damage effects feed into the flight model, but the results are rather forgiving. This FW190 actually landed safely, albeit after some unintended snap rolls on its final approach.

Stay Within the Lines

Missions take place in three theatres: North Africa, Rhineland, and the Strait of Dover. Each area is drastically scaled down into a square patch with invisible barriers that prevent you from venturing outside. While realism obviously suffers here, impatient players will appreciate the shorter flight times. Cursory mission briefings and nonexistent mission planning also help speed you into the action.

Unfortunately, lengthy loading times when you switch theatres can cause delays if the game isn't allocated 160MB (beyond the minimum install) for terrain caching. Or worse, you may be totally roadblocked by a copy protection bug (already fixed in a patch) that prevents some PCs from even starting the game.

SCREAMIN' DEMONS OVER EUROPE has only 10 plane types, all of which are flyable. You could conceivably create more using the game's "Open Plane" interface, but the effort and expertise required for the task are daunting. The default set consists of assorted German, British, and American fighters and bombers.

COMPUTER GAMING WORLD

★★★½☆



PROS: Good flight-model feel; fast 3D graphics; fun air-to-air combat; excellent damage and physics modeling.

CONS: No campaign; small maps; unexpected flight-model simplifications; limited plane selection; deficient manual.

DIFFICULTY: Beginner.

REQUIREMENTS: Pentium II/266, 32MB RAM, 120MB hard-disk space.

3D SUPPORT: 3dfx Glide, Direct3D.

MULTIPLAYER SUPPORT: Modem, LAN, Internet (2–16 players); 1 CD per player (unpatched; patch eliminates CD requirement).

Price: $46.95
Publisher: Activision

www.activision.com



Go To #075 @ www.computergaming.com/Infolink

In 2015 war is declared.

YOU ARE THE U.S.

- Intelligence reports a Chinese ground unit.
- Switch to tactical mode. Ready helicopters.
- Command flight over a Chinese tank platoon.
- Destroy two tanks. Helicopters are damaged.
- Move to strategic mode and set way points on the map
- Engage artillery to the North. Launch an air strike to the East.
- Switch to platoon commander of an electronic warfare unit.

VICTORY IS IMMINENT.

YOU ARE CHINA

- Mobilize armored unit into Kazakhstan.
- Lay minefields in tactical mode.
- Move to maps. Conduct reconnaissance.
- Mobilize antiaircraft weaponry. Launch air offensive to the North.
- Two tanks are destroyed by U.S. helicopters.
- Return to maps. View U.S. artillery ente minefield.
- Switch to helicopter platoon commander. Head East.

VICTORY IS IMMINENT



FORCE 21



A real-time 3-D TACTICAL WARGAME as intense as RAINBOW SIX and war itself.

RATING PENDING RP

msn Gaming ZONE PLAY IT ON ZONE.COM

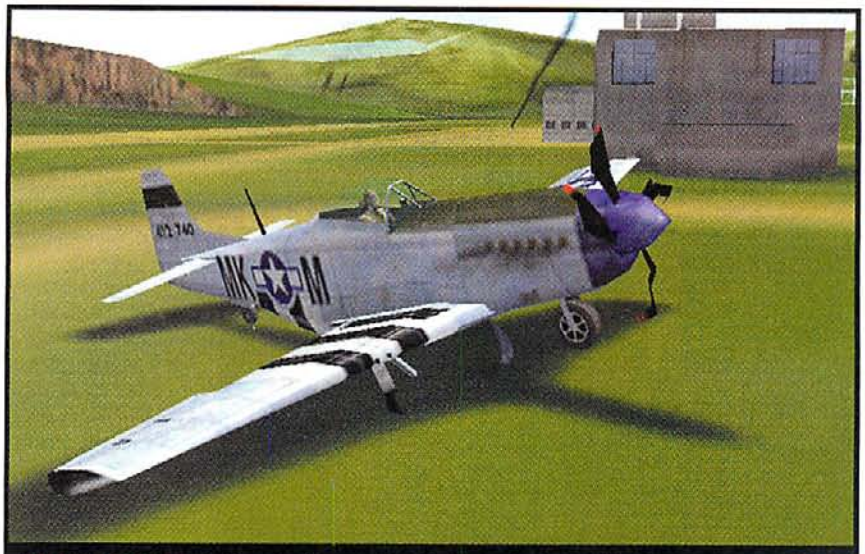
FREE INTERNET GAME PLAY

www.redstorm.com

Red Storm ENTERTAINMENT

©1998 Red Storm Entertainment, Inc.

Mpath, Mpath Interactive, Mplayer, The Mplayer logo and Wanna Play are trademarks of Mpath Interactive, Inc. MSN Gaming Zone is either a registered trademark or a trademark of Microsoft Corporation in the United States and/or other countries.



PAINFUL PHYSICS The bent-back propellor blades and collapsed landing gear of this P-51 Mustang testify to the sim's top-notch physics modeling.



HEADS UP FIGHTER SQUADRON: SDOE provides several mechanisms for artificially boosting your situational awareness, including an overlay map, a heads-up display, and plane icons.

Regrettably, oversimplified bombsights and an intractable autopilot make flying the bombers virtually pointless.

The combat engagements are typically small, with fewer than a dozen planes and a few ground units present in an entire theatre, but the sim's outstanding AI, flexible view systems, and detailed damage modeling make for some great dogfights. This holds true for Internet play as well, which is exceptionally smooth and stable.

Carefree Flying

Flight modeling in SDOE feels very realistic out to the edge of the envelope, though not beyond, where you should stall or spin but do not. For most players, these simplifications won't detract much from the fun, but why mix them with advanced features like torque effects and snap rolls? The skimpy game manual is of little help in learning such characteristics—or even some of the basic game functions.

The 3D-accelerated graphics give good framerates at high resolutions even with the stunning cloud effects enabled. And though the terrain looks nice, rendering distances are so short you sometimes have to look down to see the horizon.

Overall, SDOE doesn't stand out in enough areas to have truly broad appeal. Despite this, its quick action, fun dogfighting, and excellent Internet play still offer a compelling combination for sim fans who prefer to cut to the chase. CGW



COMPUTER GAMING WORLD EDITORS' CHOICE

Goin' to the Show

HIGH HEAT 2000 Blasts One Waaaaay Outta Here

by Dave Salvator

This ain't nuthin' compared to EARL."

After a dozen years, EARL WEAVER BASEBALL on the Amiga is still the definitive benchmark for baseball games. Last year's crop of underachievers left baseball aficionados sorely wanting for something better. HIGH HEAT 99 was probably the best entry in the otherwise unremarkable class of '99. Well, it seems the second time's the charm for Team .366. In HIGH HEAT 2000 (HH2K), they've come up with a sharp-looking 3D engine, a plenty-deep statistics model, and great gameplay, all of which combine to knock one out of the park. Even the die-hard EARL-heads here at *CGW* are ready to admit that HH2K is a real winner.



THAT'S GOTTA HURT Nothing like a 94MPH fastball between the blades to ruin your day.

Variety Is the Spice...

One of the most challenging parts of building a good baseball game is appealing to the arcade guys, keeping the stat-fanatics happy, and still making the whole thing fun. The first thing you notice about HH2K is how many different ways you can play it. For the arcade crowd, HH2K is a great-looking game in which you can control nearly every aspect of gameplay, from the pitcher going low-and-away with a slider, to the right fielder scaling the wall to rob a hitter of a home run. What's really cool here is the granularity of control, wherein you can have the CPU handle different gameplay elements to taste. This year, HH2K lets you throttle game tempo, so you can find a speed that works for you.

For would-be managers, there's Manage-Only mode, in which you can call plays pitch by pitch, on both offense and defense. Here's where HH2K's stats modeling really shines, since the CPU is essentially playing most of the game. You'll occasionally see 15–3 blowouts, but most games end with very realistic scores. When two strong teams face one another, it more often than not becomes a pitching duel, where the bats go quiet until around the fifth inning, when the hurlers begin to tire. But again, true to baseball, even the best of aces can have days when they just get shelled. And, better still, the game seems to model first-inning jitters that can make for early runs before pitchers settle into their rhythm.



GOES DOWN LOOKIN' This slider just catches the outside corner for the put-away.

A Game of Inches

HH2K's most impressive feat is its ball physics, particularly during pitching. Ball movement is very well rendered, as is relative speed. Not only do sliders move side to side, curve balls top to bottom, and knuckle balls every which way, they do it in varying degrees depending on how well the pitcher can throw that pitch. And if Jaret Wright has just come at you with a 95MPH heater, and then comes back with a 70MPH change-up, you'll often find yourself swinging way ahead of the ball. Yet another nice touch is that not only do sidearm pitchers deliver the ball from the side (which takes some getting used to) but their pitches move very differently. There's also a rendered strike zone that you can bring up during play—or in an instant replay if you think the ump's strike zone is a little stingy. And if you've got Random Umpire enabled, he'll occasionally make the wrong call, though usually only on close pitches.

HH2K is well tuned out of the box, and the controls work well for getting the ball around the bags. And while controls are hard-mapped, you can use Alternate Throwing Controls, which map each base onto Gravis GamePad Pro's diamond button configuration, making throw-outs a snap.

Grand Slam

Is there anything HH2K hasn't done right? Well, yes. HH2K has a draft this year, and there's minor-league roster management over multiple seasons to develop and bring up young players as they mature. But you can't create your own custom league with a set number of teams, which makes things like office leagues harder to put together.

Still, HH2K has so much going for it that if you're a hard-core baseball fan looking to get in the action, this game says hello like the business end of a Louisville Slugger. CGW

COMPUTER GAMING WORLD

★★★★½



PROS: Great gameplay, robust stats engine, very tweakable game engine.

CONS: Can't create custom leagues; occasionally unrealistic; hard-coded controller mapping.

DIFFICULTY: Easy.

REQUIREMENTS: Pentium 166, 16MB RAM, 60MB hard-drive space.

3D SUPPORT: Direct3D.

MULTIPLAYER SUPPORT: Modem, LAN, Internet (2 players); 1 CD per player.

Price: $29.95
Publisher: 3DO

www.3do.com

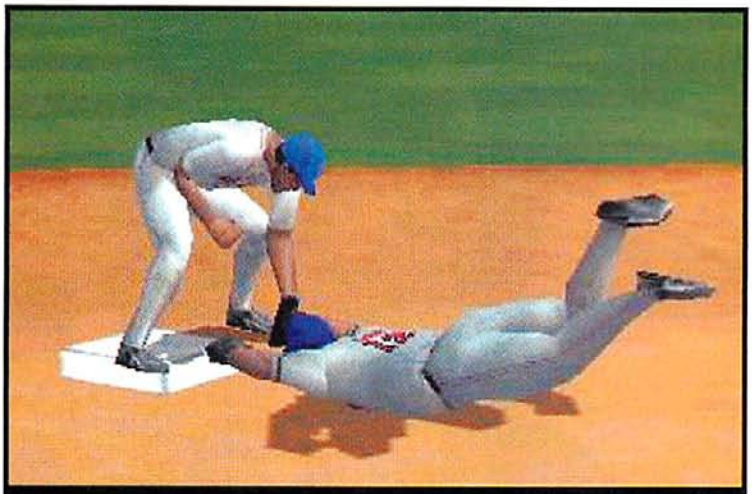
Blammo-Ball

If Baseball Were a Comic Book, This Is What It Would Look Like

by Dave Salvator

Sibling rivalry is a bitch. When you come from the same house that has given us FIFA, NBA LIVE, MADDEN, and NHL, people tend to expect great things. And why shouldn't they? With this august stable of titles, EA Sports reigns supreme for PC sports gaming. But then there's TRIPLE PLAY. Last year's version was much anticipated, mainly because it was being ported onto a full 3D engine. But the game disappointed, with a lackluster look as well as underwhelming and clumsy gameplay. In TRIPLE PLAY 2000 (TP2000), EA finds some redemption, and has improved the franchise's stock. But still, TP2000 isn't a platform-defining title—*the* definitive sports game that others aspire to be—like its other EA brethren. Couple that with the arrival of 3DO's fantastic HIGH HEAT 2000 and TP2000's mediocrity becomes even more painfully apparent.

TP2000's shortcoming are numerous, ranging from bone-headed base-running AI, to ridiculous hit counts that most teams dream of, to a "color" commentary engine whose color can only be described as pungent plaid. If I never hear Buck Martinez explain the origin of the term "can of corn" again, it'll be too soon...



THOU SHALT NOT STEAL Robert Alomar had a good jump, but he's thrown out at second.



TAKIN' ONE DOWNTOWN Using TP2000's instant replay, you can see that David Justice got all of this one before it exited Fenway in a hurry.

The Night Has a Thousand Bats

Until you dial up the difficulty, it doesn't matter what the AI pitchers serve up—fastball, curve, slider, whatever—the pitching rightfully earns the nickname "Tee." You'll hit left, you'll hit right, you'll hit down the alley, up the middle, all over hell's half acre. When you really connect with one, you'll hear what sounds like Thor's hammer, indicating that you really tattooed one. And all the while, Tee will just keep serving 'em up. To add insult to injury, we're not talking about pitchers like Chico Escuela of *Saturday Night Live* fame; TP2000 would have you believe that you can light up Roger Clemens or Randy Johnson like this, an occurrence rarely found in nature.

Perhaps in an attempt to balance this big wood, TP2000's strike zone seems to include the lower shin. The default batting camera doesn't give you a good look at ball location, but even with the ground-level camera view you'll see pitches that are well off the plate, and some that threaten to break an ankle, that are routinely called strikes. In TP2000 you'll see some ball movement that matches the pitch thrown, but curve balls in particular don't seem to have much vertical movement on them (sliders fare better). Also lacking is much perceived difference in speed, say from a 90MPH heater to a 75MPH change-up.

Timing Is Everything

Another curiosity is outfielders' superhuman ability to throw a ball in from far afield—*sans* cut-off man—to get a runner out at home. This happened on several occasions, and the ensuing verbiage I directed at the machine (which garnered some astonished looks from my wife) would have been more than enough to get me ejected from a game. It's as though they moved the outfield walls in about 100 feet for the purposes of throwing.

And speaking of glitches deserving of some choice off-color verbiage, TP2000's base-running AI is another sore spot. With automatic base running turned on, I managed to get caught in several triple plays, sometimes two in a single game. The scenario usually went like this: I'd have two men on, and hit a pop fly. The base runners, rather than holding their bases to await the outcome of the catch (or lack thereof), would run ahead to the next base, and the ball once caught would come back in and catch both runners off their bases.

Bottom of the Ninth

Despite these shortcomings, TP2000 is actually kind of fun to play, even with its dopey gameplay. But the game definitely shows that it has been designed more for the console world than for the PC. Its second-generation 3D engine is improved over last year's inaugural version, but the players still look blocky, and this engine lacks that X factor found in other EA Sports titles' engines. If you've enjoyed TRIPLE PLAY over the years, then this latest installment won't disappoint. But if you're looking for something that plays like America's Great Game, this still isn't it. CGW

COMPUTER GAMING WORLD

★★½☆☆



PROS: This is Babe Ruth's game, not Satchel Page's; handy midgame save; campy sound effects.

CONS: Dim base-running AI; pitching lacks good ball movement; offense is an absurd slugfest until difficulty is dialed up.

DIFFICULTY: Easy.

REQUIREMENTS: Pentium 166, 16MB RAM, 20MB hard-drive space.

MULTIPLAYER SUPPORT: LAN, Internet, EA Sports Net, serial, modem (2 players); 1 CD per player.

3D SUPPORT: Direct3D, Glide.

Price: $39.95
Publisher: EA Sports

www.easports.com

THIS AIN'T NO SKINS GAME.



Links LS EXTREME



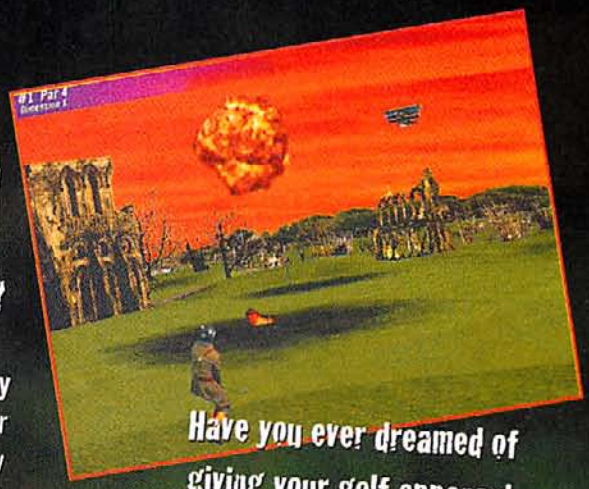
Have you ever put a silent curse on your opponent's next shot?

On the mystical **Mojo Bay Country Club,** you can curse your rival's shot and watch it corkscrew into a shark-infested water hazard.

How many times have you secretly wanted to drive the ball into the snooty VIP playing in front of you?

At **Armadillo Al's Demolition Driving Range,** you can turn robotic snobs into toast with atomic golf balls.





Have you ever dreamed of giving your golf opponent a serious handicap with an exploding plasma ball? Let's be honest—we all have.

Live the dream by inviting your fiercest adversary to a game of Death Matchplay on the **Dimension X Battlefield!**

WWW.LINKSEXTREME.COM

ACCESS SOFTWARE INCORPORATED

Go to #076 @ www.computergaming.com/infolink


HASN'T IRAQ MADE A MOCKERY
OF US LONG ENOUGH?
FINISH IT. ONCE AND FOR ALL.
GULF WAR
OPERATION DESERT HAMMER
3DO
www.3do.com
RATING PENDING
RP
PC CD ROM
Environmental Audio™ by CREATIVE
© 1999 The 3DO Company. All Rights Reserved. Gulf War Operation Desert Hammer, 3DO, and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. All other trademarks belong to their respective owners.

Zero-Sum Game

CIVILIZATION Shoots for the Stars, Ends Up on the Moon

by George Jones

When I was young, my parents took me to what was advertised as "the scariest, deadliest haunted house in Los Angeles." My brother and I walked in nervously excited, half expecting not to make it out. We walked out disillusioned and disappointed beyond belief. What had gone wrong? First off, the haunted house just wasn't great. Secondly, my expectations were unrealistically high. (I would not recommend this sort of self-analysis without the aid of a licensed psychotherapist.)

Two years and countless hours of therapy later, I find myself wondering if the cold, occasionally angry reaction CIVILIZATION: CALL TO POWER has received from gamers isn't for similar reasons. First, we all had super-high expectations for it. Second, the gameplay, to be perfectly blunt, just doesn't have it. All the cool new features are outweighed by play-balancing issues, gameplay frustrations, and the fact that this version of CIV just doesn't hang together as well as it could.



NOW WITH FLAVOR CRYSTALS CALL TO POWER boasts crisp graphics and a streamlined interface; the public works system of improving the land leaves a little to be desired, unfortunately.

Not Just Another Pretty Face

Instead of relying solely on the strengths of CIVILIZATION II, CTP's designers decided to spice up the traditional game by not just tweaking but completely changing some aspects of this classic game. The most immediate and prominent differences are the presence of many new units, a new win-game scenario, the ability to play in space, and an evolved interface. Unfortunately, many of these new additions aren't as helpful to the game as they sound.

Take, for example, the game's special stealth units: Clerics who can drain money from enemy cities, Lawyers who can bring city production to a standstill, and so on. Conceptually these units sound great, but they fail to make the game better. The Slaver unit can be the most frustrating, particularly because he can cripple you badly at the beginning of a game. And when he attacks—by stealing your citizens and making them work for his civilization—he can set you back big time by stunting the growth of your early



NO MORE MESSY STAINS The Eco Ranger looks groovy, but you won't be laughing when the computer sneaks one up to your finest city and flattens it into parkland.

COMPUTER GAMING WORLD

★★★½☆



PROS: CIVILIZATION gameplay; improved graphics; great soundtrack.

CONS: New features that don't add much to the game.

DIFFICULTY: Advanced.

REQUIREMENTS: Pentium 133, 32MB RAM, 400MB hard-drive space.

3D SUPPORT: None.

MULTIPLAYER SUPPORT: Modem (2 players), IPX, TCP/IP (2–8 players); 1 CD per player.

Price: $44.95
Publisher: Activision

www.activision.com



I KNOW WHAT YOU KNOW In addition to a gorgeous soundtrack, CALL TO POWER's cut-scenes—shown when you complete Wonders—have a level of humor and thoughtfulness rarely seen in computer games.

cities. Defending against this stealth unit requires you to build City Walls or a Slaver of your own (who can detect enemy Slavers). The catch is that at the advanced difficulty levels, the mere presence of Slavers can restrict your strategy or set you back.

Other special units, such as the Televangelist and the Subneural Ad, are more nuisances than major frustrations. While they do add a small bit of strategic depth to the game—particularly because each is attached to a different government type—I spent so much time containing these units' damage that I found myself wishing the game allowed me to cut them out entirely.

One aspect of CTP that does work is the handling of military endeavors. Instead of forcing individual cities to take the production hit for units, your whole nation does. This means that you can crank units out of certain cities without worrying about accumulating costs. Also nice is the ability to toggle your at-war setting between three different levels. This creates an added element of strategy that fits nicely into the context of CIVILIZATION.

End-Game Woes

CTP's end game is a great idea that I wish worked better than it does. As you near the end of the game, you research the wormhole advance. When discovered, a wormhole appears somewhere in the second layer of the game map: space. You then need to secure the wormhole, build a Wormhole Probe, and send it in. When it comes back, you can begin the Alien Life Project. The first player to finish the Alien Life Project wins the game.

Again, what sounds cool turns out to be considerably less exciting when you play the game. Space itself, in fact, is simply not an exciting place to be in CTP. I never really used space except to enter the wormhole: Small-map games tend to be conquest-oriented, and on the larger maps, there's plenty of land to go around, particularly since you can turn swamps into grasslands.

Another reason the newly implemented space layer fails is because of its fuzzy graphics. You'll have a rough time figuring out where your units and cities are.

I wish the designers had allowed the wormhole to somehow present itself on the main map instead of in space—the game would be much more exciting if you had to track down a wormhole that existed in your enemy's backyard.

Making matters more discouraging, the Alien Life Project is more or less a rehash of the "build a colony ship and send it to Alpha Centauri" end game of CIVILIZATION and CIV II. You put together the project piece-by-piece and when it's finished, you win the game.



GUNS VERSUS BUTTER KNIVES The new combat model adds a little more strategy to warfare, but creates an imbalance: You can beat powerful high-tech enemy units with a large number of cheaper, outdated units.

Looks Good, Tastes OK

This seems to be the fate of CALL TO POWER: cool new ideas thwarted at every turn. Even the coolness factor of the game's new futuristic military units like the War Walker are negated by super-high production costs and the fact that you don't have to use super-powerful units to win. In one game at the Emperor Level, I was dropping way behind on the technological front. With the all-powerful Incans declaring war on me and eating away at my frontier cities, I decided to make a run at conquering the whole map by creating a massive army full of Musketeers and Cannons. It worked so easily I was shocked. (It took a mind-numbingly long time to amass my armies, however.)

Another example of what I'm talking about: The AI plays appropriately at the five different difficulty levels, and can even create a daunting challenge at the higher levels of the game. But I wish the diplomacy model of the game was as intelligent as ALPHA CENTAURI. Maybe it's just me, but I miss hearing the desperate pleas for mercy that an opposing civilization vocalizes in ALPHA CENTAURI as I whittle down their empire.

Even the niceties in CIVILIZATION: CALL TO POWER's interface design left me with bittersweet feelings. I love being able to queue up and save build orders for city improvements and units. I love being able to sort out all of my cities by Happiness, Production, or even what units are being built where. But I wish that tile improvements were handled a little better. Now handled by a public works system rather than by Settler units, the end result is pretty much a wash. You can focus your Settlers solely on building new cities now, but you're still saddled with having to micromanage the land surrounding your cities. I hate to cite ALPHA CENTAURI again, but its ability to automate the improvement process is much more elegant.

At the end of the day, the CIVILIZATION: CALL TO POWER design team should still be applauded for trying to extend one of the classic games of all time. Even though this incarnation doesn't hang together as tightly as it could, I'm glad Activision didn't just slap new graphics on CIVILIZATION II and call it a game. Why? Because even though my experience wasn't overwhelmingly positive, and even though I wish CTP offered more—individual scenarios that focus on different portions of the game would be awesome, as would a better multiplayer experience—I still enjoyed my time discovering this new take on a past classic. It just won't be a game I'll go out of my way to play all the time. CGW

The world will end in a firestorm of destruction.

Have fun.



WORMS ARMAGEDON



Exploding sheep, mad cows falling from the sky, mole bombs, detonating old ladies – this can only mean one thing. **Worms Armageddon!** In the latest chapter of the Worms series, following Worms II, PC Gamer's 1998 Turn-Based Strategy Game of the Year, you'll get more features and more weapons for more strategy. It's never the same thing twice, and now you can do battle with up to six teams on one machine, or on-line. But there's still only one way to win. Destroy all your enemies!

RP

TEAM17

worms.team17.com

CD-ROM

July '99

HASBRO Interactive

MICROPROSE

www.microprose.com

©1999 Hasbro Interactive, Inc. All Rights Reserved. ©1999 Team 17 Software Ltd. All Rights Reserved. Original Concept by Andy Davidson.

Hail the Conquering Heroes

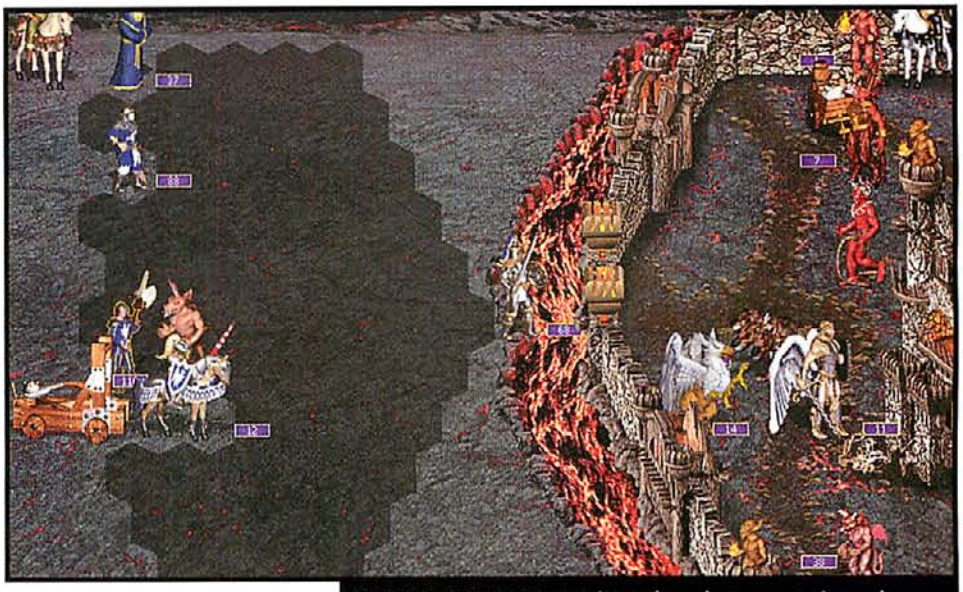
Expansive Sequel for Hall of Fame Series Is a Resounding Success

by Robert Coffey

I'm ready for my neural implant now. Crack open my skull and stab that little microprocessor deep into my medulla oblongata. I happily embrace my cyborg future. At least as some unholy union of man and machine I'll actually be able to play HEROES OF MIGHT AND MAGIC III every waking hour instead of just thinking about it every second that I'm away from my computer.

COMPUTER GAMING WORLD EDITORS' CHOICE

For those of you unfamiliar with the series, HEROES OF MIGHT AND MAGIC III (HOMMIII) puts you in the position of commanding armies of dragons, vampires, knights, and the like in a traditional fantasy setting. The turn-based gameplay is divided in thirds: An expansive adventure map, where your heroes traverse the terrain in search of resources and enemies; city maps for each town, where players build structures and purchase units; and a hex-based combat map, where battles play out like elaborate, magic-enhanced chess matches.



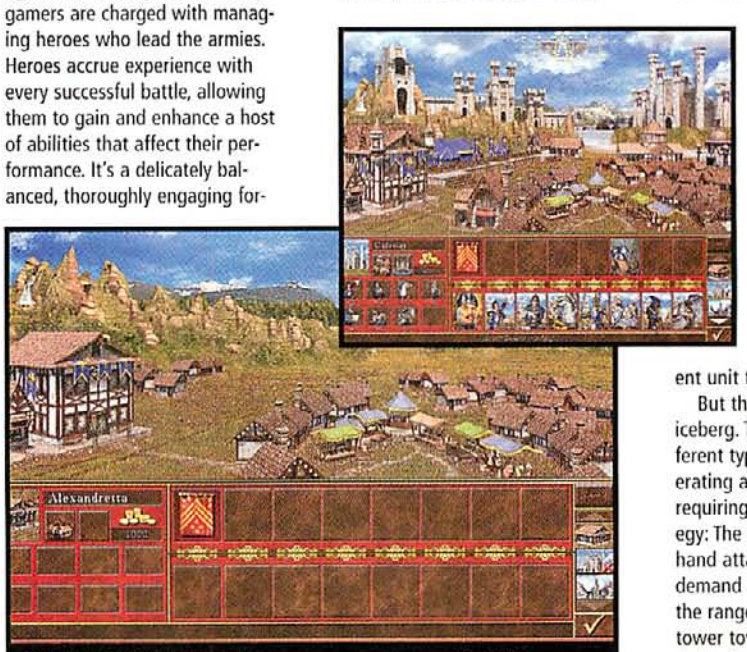
GATE-CRASHERS More units and combat maps twice as large as in the previous game turn castle sieges into epic struggles.

In addition to resource management, building, and combat, gamers are charged with managing heroes who lead the armies. Heroes accrue experience with every successful battle, allowing them to gain and enhance a host of abilities that affect their performance. It's a delicately balanced, thoroughly engaging formula that has made the HEROES games a truly stellar series.

Bigger Than Life

HOMMIII expands upon the insanely addictive play of the previous edition, retaining the core gameplay while enhancing almost every facet of the game. This is first apparent in the size of all the maps. The adventure maps are frequently enormous, and several of them feature a new subterranean level that effectively doubles their size. Town maps have ballooned to hold a host of new buildings, and combat maps are about twice the size of their counterparts in the previous game—all the better to accommodate the new armies that can now hold up to seven different unit types.

But that's just the tip of the iceberg. There are now eight different types of towns, each generating a unique set of creatures requiring a specific combat strategy: The devastating hand-to-hand attacks of castle units demand a head-on assault, while the ranged attacks of units from tower towns benefit from a more defensive posture. Every monster in the game has an upgrade available, whereas HEROES II allowed only some of its units to



HUMBLE BEGINNINGS Numerous upgrades and building options in HOMMIII give gamers a multitude of choices to make as they develop their towns from simple hamlets, like the one on the left, to sprawling cities, like the one on the right.

COMPUTER GAMING WORLD

★★★★½



PROS: Same compelling HEROES-style strategy; scads of new units, each with an upgrade; more heroes and artifacts; new hero abilities; bigger maps and bigger conflicts.

CONS: Can't load single scenarios from completed campaigns; pokey Internet play; uneven campaign pacing; unfriendly tutorial.

DIFFICULTY: Intermediate.

REQUIREMENTS: Pentium 133, 32MB RAM, 200MB hard-drive space.

3D SUPPORT: None.

MULTIPLAYER SUPPORT: Modem, direct connection (2 players); LAN, Internet, hotseat (2–8 players); 1 CD per player.

Price: $49.95
Publisher: 3DO

www.3do.com

UNDERGROUND MOVEMENT



The addition of sprawling subterranean areas in the adventure section of the game effectively doubles the size of many of the HEROES III maps.

DRESSED FOR SUCCESS



Rather than let a hero load up with every artifact in the game, HEROES III uses a paper doll model to limit how many artifacts a hero can use at once, forcing you to make strategic decisions.

be upgraded. Most units have special attacks/attributes that impact combat strategy. For example, incredibly powerful archangels can resurrect fallen comrades, while undead ghost dragons can age opponents, thus halving their hit points. Every unit is now rendered in 3D, with a more realistic look than the cartoonish units of the previous game.

Finally, a slew of new heroes and artifacts throws more strategic factors into the mix. Every hero has an innate special ability—such as being able to gain a bonus when commanding certain troops—and there are lots of new abilities to acquire as well. One new ability, tactics, lets heroes move their forces within a limited range immediately prior to a battle—it's great for offense-minded heroes, letting them move ranged units into prime positions while cutting down the distance melee units have to travel.

All this makes for a game that is mind-boggling in its depth, and the designers deserve praise for adding so much while managing to dodge the paralyzing feature bloat that could have easily sunk the title. Unfortunately, they also deserve a slap on the wrist for a tutorial that requires players to either print out a huge manual or constantly toggle between the game and a separate text file.

Storyteller Theatre

HOMMIII breaks from its predecessors in its campaign mode. Instead of a pair of linear campaigns with a few branches, the campaign is broken up into six minicampaigns of three to four scenarios apiece. While this lets the game tell a more interesting story, fans of the series will probably miss the either/or branches of HEROES II that rewarded them for taking on more challenging scenarios. The campaign mode's greatest drawback is that gamers can't load individual scenarios from any completed minicampaign—you have to save each scenario at its start to replay it. While the campaign game is loaded with more than 20 great, challenging scenarios featuring a variety of goals—including wiping out enemies, seizing specific towns, escort missions, and more—they're unevenly paced, with one cruelly hard mission finishing up the relatively easy second campaign (see sidebar for tips on beating this scenario) before lapsing into easy mode for the next campaign.

Fortunately, the game ships with an enormous number of mostly customizable single scenarios, giving the game remarkable replayability, while the map editor that's included ensures that tons of user-created maps will be available online.

HOMMIII has improved its multiplayer play, allowing for timed turns and letting strategists scan the map and their towns during an opponent's turn; while you can't issue orders during your enemy's turn, at least it's better than just staring at your monitor. A problem with DirectPlay makes Internet HOMMIII a sluggish experience, but that should be corrected in an upcoming patch.

Ultimately, the rewards of HEROES OF MIGHT AND MAGIC III far outweigh its few drawbacks. Hopefully most of those shortcomings will be patched, but even as it stands now HOMMIII is a game that strategy fans should absolutely be playing. CGW

Killing Kendal and Capturing Steadwick

You'll need two waves of enormous armies to take out General Kendal, who guards Steadwick. The key to this limited-time scenario is to grab the dragon generator in the lower-right corner of the subterranean level. Load your best hero with units and then seize the generator before the end of the first week. Build up your dungeon town first, initially choosing upgrades aimed at creating black dragons. Above ground, secure resources quickly and don't waste any units in fights with creatures who want to flee. Raise gold any way possible. By the second month, break through the southern magic-inhibiting garrison, flagging the griffin towers and the lone gold mine. Load up your best heroes and then attack, using your first hero to take out Kendal's biggest stack and mopping up with your dragon-laden hero.



Heroism 101

To protect your more valuable units, let your weakest creatures attack tough enemies first so they absorb the counterstrike.

The AI almost always focuses its attack on the largest group of units, so build up hordes of cheap cannon-fodder units to occupy enemies while your stronger armies pound on them. For inferno heroes, bait enemies with imps so that magogs can hurl fireballs without damaging more-expensive units.

Build marketplaces early. Almost every map is scarce in some resource (generally gold), so you'll need to convert resources early and often.

Just because you start a scenario with two towns doesn't mean you need two heroes. Instead, use one town as your central production point while building up only the income-generating aspects of the second town. With one well-equipped hero you'll be able to win crucial early battles for resources that will eventually make additional heroes affordable and effective.

Use your units' special abilities. For example, since cavaliers and champions get 5 percent extra damage for every hex traveled, they should always charge before an attack, even if it means just circling an enemy that's already next to them.



TO OUR READERS

This review was intended to appear last month, but our printer erroneously omitted the first page. We apologize for the inconvenience and hereby reprint the review in its entirety.



Build a flourishing economy with over 30 different trades - woodcutters, brewers, fishermen, farmers and many more!

"It´s all gone 3D, baby! The attention to graphic and animation detail sets a new standard..."
PC Gamer



Set sail on merchant ships and trade in gold and iron. Deploy your soldiers to protect your hard earned resources!

THE SETTLERS® III

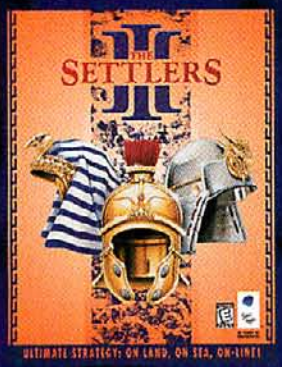


With the SETTLERS III LEVEL EDITOR you can create your own landscapes–then load your newly created SETTLERS III world into the game!

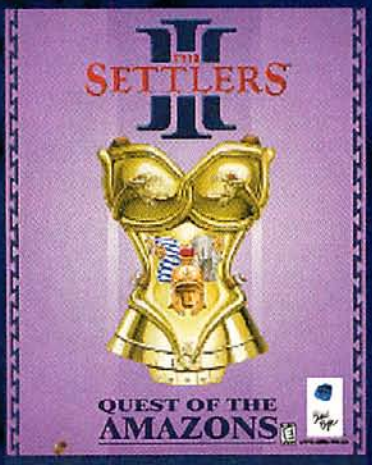
"The pinnacle of strategy games, nothing else even comes close."
CyberGamer



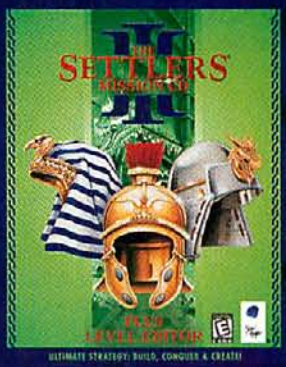
Send the maps you´ve created to friends by e-mail and start a multi-player game on the dedicated SETTLERS® III-Internet Server!



THE SETTLERS® III
Rich 3D Graphics
Extensive on-line game play
150 unique characters
50,000 phases of animation
OUT NOW!



THE SETTLERS® III: QUEST OF THE AMAZONS
Coming Summer 99



THE SETTLERS III® MISSION CD
Includes Settlers® III Level Editor
More battles, 8 new missions
10 new multiplayer maps
OUT NOW!

THE SETTLERS® III SERIES



ULTIMATE STRATEGY: ON LAND, ON SEA, ON-LINE!

http://www.settlers3.com

Available at fine computer gaming retailers everywhere.
To order direct call our order hotline: 1-800-933-BYTE
Look for THE SETTLERS III for Mac August 1999.

EVERYONE
CONTENT RATED BY ESRB

Blue Byte™

Blue Byte Software, Inc. • 8140 North Mopac • Suite IV-230 • Austin, TX 78759, U.S.A. • Phone: (512) 343-0500

www.bluebyte.com

Go to #280 @ www.computergaming.com/infolink

Ship Shape

A Strategy Game for Real-Time Strategy Fans and Naval Warfare Experts Alike

by Jeff Lackey



SOME DAYS YOU GET THE BEAR A Russian bomber bites the dust.

FLEET COMMAND is a naval warfare game that should appeal to gamers whose primary understanding of carriers and cruisers comes from CNN. However, FLEET COMMAND also has enough substance to bring some serious wargame fans into the real-time strategy fold. This "HARPOON LITE" game's point-and-click interface, 3D views, and fast-paced campaign missions are clearly targeted at gamers who want to jump in and play without memorizing pages of complex commands, but there's enough substance here to intrigue the grognard.

Anchors Away

FLEET COMMAND's user interface is simple, but extremely functional. The lower third of the screen is divided into three windows: a big-picture overview, a 3D view of the action, and a panel of information on the selected unit. The top two-thirds of the screen is a tactical top-down map. The 3D window and the large tactical map can be swapped out to provide a larger view of the action, while another key press will bring up a full-screen 3D view.

Your role, appropriately enough, is that of overall fleet commander. You command forces by clicking on them in the top-down tactical map and giving them orders, such as identify contact, engage, patrol, transit, and rescue. Everything can be accomplished via mouse clicks and pop-up menus: Click to choose a unit, click to select an action, click to choose a location or target.

As one might expect from a Jane's product, a wide assortment of ships, subs, and planes are at the player's disposal: everything from transports to carriers, from fighters to bombers, representing the navies of 16 nations. The world's oceans are your battlefield, with accurate ocean maps provided for the entire globe. The game sports a good variety of interesting single missions, with a diverse range of platforms, force sizes, and objectives demonstrating the versatility of the game system. Also included is a story-driven campaign.

The campaign is one area that may receive mixed reviews from both hard-core naval gamers and more casual players. First, it's composed of only four missions—missions that might more accurately be called scenarios. Each mission is composed of multiple tasks, many of which are revealed only upon completion of earlier objectives. It could easily take hours to successfully complete each mission (and success in a mission is required to progress in the campaign). More importantly, there's significant variability when you start a campaign mission, with the enemy's make-up and location changing with each replay.

However, the pace of the campaign missions will be a little hectic for players who cut their teeth on serious naval simulations. In what may appeal to casual gamers (who would be bored with simulated hours of searching for the enemy), the campaign missions typically start with a hail of enemy missiles in the air. You must rapidly click on your ships and the incoming missiles in an attempt to shoot them down before they sink your forces. At the same time, you'll need to quickly launch your own missiles, launch and direct aircraft, send out anti-submarine warfare (ASW) forces, launch strikes against surface sites, and much more. If you survive the initial onslaughts, the action will slow down long enough for you to catch your breath. Later mission taskings involve more thoughtful objectives such as finding and eliminating lurking submarines.



THAR SHE BLOWS Weapon launches are animated, such as this cruiser's ship-to-ship missile.

But Will Mikey Like it?

So, is this a game for real-time strategy fanatics or serious naval wargamers? Often games that

COMPUTER GAMING WORLD



PROS: Wide range of world navies and platforms; versatile mission builder; nice 3D views.

CONS: Campaign consists of only four long missions; action may get too hectic for serious wargame buffs.

DIFFICULTY: Intermediate.

REQUIREMENTS: Pentium 200, 32MB RAM, 260MB hard-drive space.

3D SUPPORT: 3dfx Glide; Direct3D.

MULTIPLAYER SUPPORT: IPX, TCP/IP (2–4 players); 1 CD per player.

Price: $49.95
Publisher: Electronic Arts

www.janes.ea.com

WARHAMMER 40,000

RITES OF WAR™

LEAD THE POWERFUL ELDAR® WARRIORS IN AN EPIC STRUGGLE FOR SURVIVAL.



70 diverse 3-D rendered, animated units from the WARHAMMER® 40,000 universe.



A 24-mission campaign features a tightly crafted storyline, detailed atmosphere and varied victory conditions.

In a galaxy dominated by the uncaring Empire of Man, the mystic Eldar® must battle the evil, bio-engineered Tyranids®!

RITES OF WAR™ thrusts you into the electrifying WARHAMMER® 40,000 Universe! Based on the award-winning Panzer General® II game system, this turn-based strategy game is easy to play, but filled with deep strategies that are a challenge to master. Substantially upgraded from its famous predecessor, units are twice as large and animate when they move, attack and die.

And when it comes to battle, you won't be alone — cooperative and head-to-head multiplayer support will hone your survival skills!

WINDOWS® 95/98 CD-ROM

DEVELOPED BY DREAMFORGE

GAMES WORKSHOP®

SSI®

WWW.RITESOFWAR.COM

RATING PENDING RP CONTENT RATED BY ESRB

FREE INTERNET GAME PLAY MPLAYER.COM www.mplayer.com

TO ORDER: VISIT YOUR RETAILER OR CALL: 1-800-716-8503 WITH VISA/MC (NORTH AMERICA ONLY).

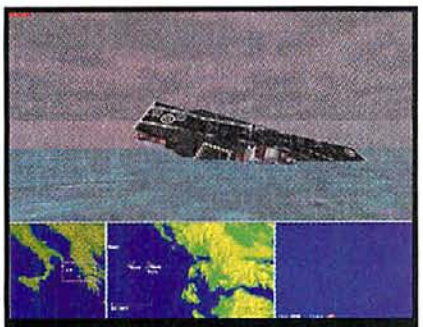
©1999 The Learning Company, Inc. and its subsidiaries. Artwork and imagery ©1999 Games Workshop Ltd. All rights reserved. The SSI logo and Panzer General are registered trademarks and Rites of War is a trademark of Learning Company Properties Inc. Warhammer, Games Workshop, Space Marine, Eldar and Tyranids are registered trademarks of Games Workshop Ltd. All other trademarks are the property of their respective holders.



INCOMING! The fourth campaign scenario begins with Russian missiles heading toward your carrier battle group.

try to be everything to everybody end up failing to please anyone. FLEET COMMAND, however, has the potential to please a surprisingly broad range of gamers.

The wargaming neophyte can have a great time, patrolling the oceans and kicking the butts of the international bad guys. All of the military platforms that are so prevalent on the news these days are under your control; you can launch cruise missile strikes on terrorist sites, rescue downed pilots, enforce no-fly zones, and generally impose your own military justice on the world. Gamers who don't know the difference between a Flanker and a Tomcat can press a key and have Jane's reference guide pop up more data than you need. The manual is pretty skimpy on explaining some options, but a little experimenting will usually be sufficient to figure these out. The point-and-click interface ensures that novices can jump right in and play—they may not *win* right away, but intriguing scenarios and fairly constant action should keep them involved.



RAINY DAYS GET ME DOWN A carrier is sunk by a pack of persistent submarines.

The trickier question is whether hard-core naval gamers will enjoy FLEET COMMAND. The answer is a qualified yes. Some compromises are required, as many factors normally player-controlled in traditional hard-core games are abstracted or computer-controlled here. For example, you can't set the specific speed, depth, or altitude of weapons platforms. More micromanagement than expected is required in some situations; for example, a helicopter on ASW search will usually not attack a hostile sub it discovers unless you click on it, an aircraft ordered to identify unknown aircraft will not automatically attack if the plane is hostile, and so on. Generally, if you want a unit to do something, you'll need to specifically give it those orders.

However, the serious naval wargamer is given a huge number of platforms and the entire world's oceans in which to conduct operations. Some results may be a little questionable (it took eight missile hits to sink a small transport), but in extended play most things feel right. Send a loaded Hornet into a close dogfight with a Flanker, and you'll likely be sending a rescue mission after the pilot. While you can send a squadron of strike aircraft to take out a target defended by surface-to-air missiles, you'll lose fewer planes if you also send an EA-6B prowler to jam the SAM site radars. And while the campaign missions may be better suited to the more casual market, the very powerful mission builder (see sidebar) ensures that serious gamers can set up almost any engagement conditions imaginable.

The bottom line is that FLEET COMMAND is a lot of fun. The average gamer will have a great time moving fleets of carriers and destroyers into battle and fighting off storms of enemy missiles. The more serious naval gamer, if willing to accept some abstractions, will savor having the navies of 16 countries and the world's oceans in which to set up historical and hypothetical scenarios. CGW



THE REPLAY'S THE THING An after-action replay mode can show you where you went wrong.

The World Is My Playground



HAVE IT YOUR WAY A powerful mission builder allows the creation of everything from simple engagements to complex scenarios.

FLEET COMMAND features an extremely versatile mission builder. You can select any section of any ocean in the world and populate it with the ships and aircraft of most of the world's navies. The power of the mission builder is in its complexity, but it's very simple to use.

I had a great time setting up a simple mission in which I had to use a few Los Angeles–class submarines to locate and destroy a Russian carrier protected by a standard carrier formation and its ASW aircraft. Tools are provided to include enough variability and user-controlled randomness that you can be surprised by your own missions. The complexity is there to create full-blown scenarios, with multiple objectives, orders and platforms that appear only under certain conditions, custom event-driven WAV files, and much more. This excellent utility transforms FLEET COMMAND from a good game to a great naval gaming system.

STRATEGIZE. COLONIZE. DOMINATE. ERADICATE.

THERE'S MORE THAN ONE WAY TO RULE THIS GALAXY.



FEDERATION
A well-balanced universal power.

KLINGON
An aggressive military makes up for their lack in tact.

ROMULAN
The enigma of the universe. They are smooth and deadly.

FERENGI
Masters of economics, but watch out. They're tricky!

CARDASSIAN
Their ruthlessness, efficiency and stealth make for a lethal combination.

Building an empire takes time. You need to be diplomatic, technologically advanced, and stealthy. And sometimes, war is the only solution. You choose from one of the five major alliances. You'll get all their strengths. All their weaknesses. And every decision matters.



Allocate technology resources



Engage in 3-D tactical combat



Control covert operations



Oversee empire growth and progress

BIRTH OF THE FEDERATION™

From the company that brought you Civilization® II and Masters of Orion II™

STAR TREK® THE NEXT GENERATION

EVERYONE E

HASBRO Interactive

MICROPROSE
www.microprose.com

Star Trek: The Next Generation ™© & ©1999 Paramount Pictures. All Rights Reserved. Used under license. Star Trek and related marks are trademarks of Paramount Pictures. ©1999 Hasbro Interactive, Inc. All Rights Reserved. MicroProse, Hasbro Interactive, and the Hasbro Interactive logo are trademarks of Hasbro or its affiliates. All other trademarks are the property of their respective holders.

UNREAL™ TOURNAMENT™



✲ All-new and enhanced big body-count weaponry - the Redeemer, the IMPACT Hammer and more.



✲ Train for combat in Novice mode. Or go Hardcore for even more intense action.



✲ The most complete and challenging online multi-player experience ever.



✲ Over 30 unique environments torqued by the Unreal engine.



✲ A single-player experience like no other – Guide your team to the title of Unreal Grand Master!



✲ Completely customizable "bots" with superior A.I. -"bots" take orders and team up with you.



Unreal™ Tournament © 1999 Epic Megagames, Inc. All Rights Reserved. Created by Epic Megagames, Inc. In collaboration with Digital Extremes. Published and distributed by GT Interactive Software Corp. GT is a trademark and the GT logo is a registered trademark of GT Interactive Software Corp. Unreal and the Unreal logos are trademarks of Epic Megagames, Inc. Microsoft ® and Windows ® are registered trademarks of Microsoft Corporation. MMX™ and the MMX Logo™ are trademarks of Intel Corporation. All rights reserved. Used with permission. The 3Dfx Interactive logo is a trademark of 3Dfx Interactive, Inc. MPlayer and the MPlayer logos are trademarks of MPlayer Interactive, Inc. Heat and the Heat Logo are trademarks of Heat Interactive. All other trademarks are the property of their respective companies.

Man of War III

"I've played every age of sail wargame that's come out in the past 12 years and this is the best of the lot."

-William Trotter
PC Gamer
Wargame Columnist

"Man of War II finally gives computer Admirals a reason to rejoice!"
"Man of War II is a must buy for fans of classic naval warfare."

-William Abner
www.warzone.com

The order is given. Prepare for battle!

In the explosive tradition of Man of War comes the all new high seas combat of Man of War II. Take command as a Fleet Admiral, Division Commander or Ship's Captain and face the fury of a broadside, the terror of a boarding action and the thrill of a glorious victory in a dramatic real-time first person perspective.







• Real-Time Naval Warfare • Multiple Levels of Command • Character Creation & Development

HISTORY REPEATS ITSELF!

Strategy First
www.strategyfirst.com

Distributed Exclusively by GT Interactive Software
www.gtinteractive.com



EVERYONE
E
CONTENT RATED BY ESRB

PC CD-ROM

©1999 Strategy First Inc. All rights reserved. Man of War II is a trademark of Strategy First. All rights reserved. All other trademarks and copyrights are the properties of their respective owners. ©1999 GT Interactive Software.

Thrills and Spills

ROLLERCOASTER TYCOON Is a Fun, Addictive—and Slightly Bumpy—Joyride

by Jeff Green

Here's a nice milestone for the millennium: a computer game in which you get to clean up vomit. Finally! Fortunately, this is but one of the many tasks awaiting you in ROLLERCOASTER TYCOON, an utterly charming gem of a strategy game from MicroProse—and a welcome change of pace for those tired of conquering galaxies, fighting wars, and building global economies in game after game.

Reminiscent of classic "god games" like SIMCITY, ROLLERCOASTER TYCOON has less serious intentions. Your goal, throughout the 20-plus scenarios, is to design and maintain a successful theme park. Merry-go-rounds, ice-cream stands, water slides, bumper cars—this is what you must command and conquer. It's harder than it sounds, and it's also a lot of fun.

Making Flippy Floppy

ROLLERCOASTER TYCOON's look and feel will be instantly accessible to anyone familiar with SIM CITY–style gameplay. The game uses a standard isometric perspective from which you can rotate your park at 90-degree angles, zooming in and out for different views of your work-in-progress. From a distance, you can work on long-term planning and layout; fully zoomed in, you can check out your park in wondrous detail, complete with excellent visuals and atmospheric sound effects and music.

To succeed at the game's scenarios (unfortunately they're not linked, campaign-style), you must become adept at juggling numerous responsibilities. You must build decent rides that will attract patrons to the park—and you must build a *variety* of rides to keep people from getting bored. The park must be clean and safe, and you must constantly monitor rides for breakdowns. Your patrons will need places to sit down, eat and drink, buy gifts, and avoid the occasional rainstorm.

Finance plays a crucial role. Prices on admission, rides, food, and gifts must be set low enough to please people, but high enough to keep your revenue flowing. As in real life, money is everything. You need it to pay employees, maintain and landscape the park, advertise your attractions, research and build new rides, and expand the park's grounds so that people keep coming back. Operate at a loss for too long, and you'll find yourself with a dirty, broken-down, empty park.



WHY, THANK YOU! Win a scenario in ROLLERCOASTER TYCOON, and the tiny patrons of the park will stop to applaud your efforts—one of the game's terrific small touches.

Wild Gravity

The game includes a number of prebuilt rides, but ROLLERCOASTER TYCOON enables you to custom-build your own coasters and attractions—and that's its particular ace-in-the-hole. Game designer Chris Sawyer clearly intended this to be as much of a coaster-building toy as it is a strategy game, and, for the most part, it works. Those creative enough and somewhat mechanically inclined will have a blast structuring new rides, setting bands and rolls, intertwining tracks with other rides, and more, all in an attempt to win a high excitement and intensity rating.

For those *less* mechanically inclined, however, building roller coasters can be an intimidating and difficult experience. The game cries out for an open free-form mode in which gamers can experiment without monetary limitations or a running scenario clock. It's a serious, frustrating omission. Fortunately, the game's outstanding Web site (**www.rollercoaster-tycoon.com**) features batches of additional rides for free downloading, including hundreds of user-built rides.

I feel a bit like a humorless bully for picking on such a fun game, but ROLLERCOASTER TYCOON has other annoyances. The tool for raising and lowering land and water is a total pain, and until you get it down, you'll drain your treasury trying to use it properly. (How about an Undo button next time?) Also, there's just far too much window clutter, with practically every tool and item opening up a new window. Finally, there's only one game speed, meaning you'll often find yourself sitting around without much to do while waiting for time to pass—a deadly feeling.

Little Creatures

Still, ROLLERCOASTER TYCOON is so dang eager to please, with so many great touches, it's impossible not to like. The first time you see the little patrons whooping with glee after exiting a coaster that you've built, or applauding you when you win a scenario, you'll feel it was all worth it. Even watching queasy patrons vomit brings a certain, twisted satisfaction; you feel this world you've created is *alive*. It's not the most macho strategy game around, but ROLLERCOASTER TYCOON is a great little thrill ride—well worth the price of admission. CGW



WINDOW HELL One of the game's big drawbacks is excessive window clutter—there's just too much going on for a window-based interface.



DEATHTRAP DOOFUS My first custom roller coaster was this wooden nightmare, which no one was dumb enough get on.

COMPUTER GAMING WORLD

★★★★☆



PROS: Challenging, entertaining gameplay; great attention to detail and atmosphere; numerous scenarios.

CONS: Cluttered interface; no editor; no campaign; some tools very difficult to use.

DIFFICULTY: Intermediate.

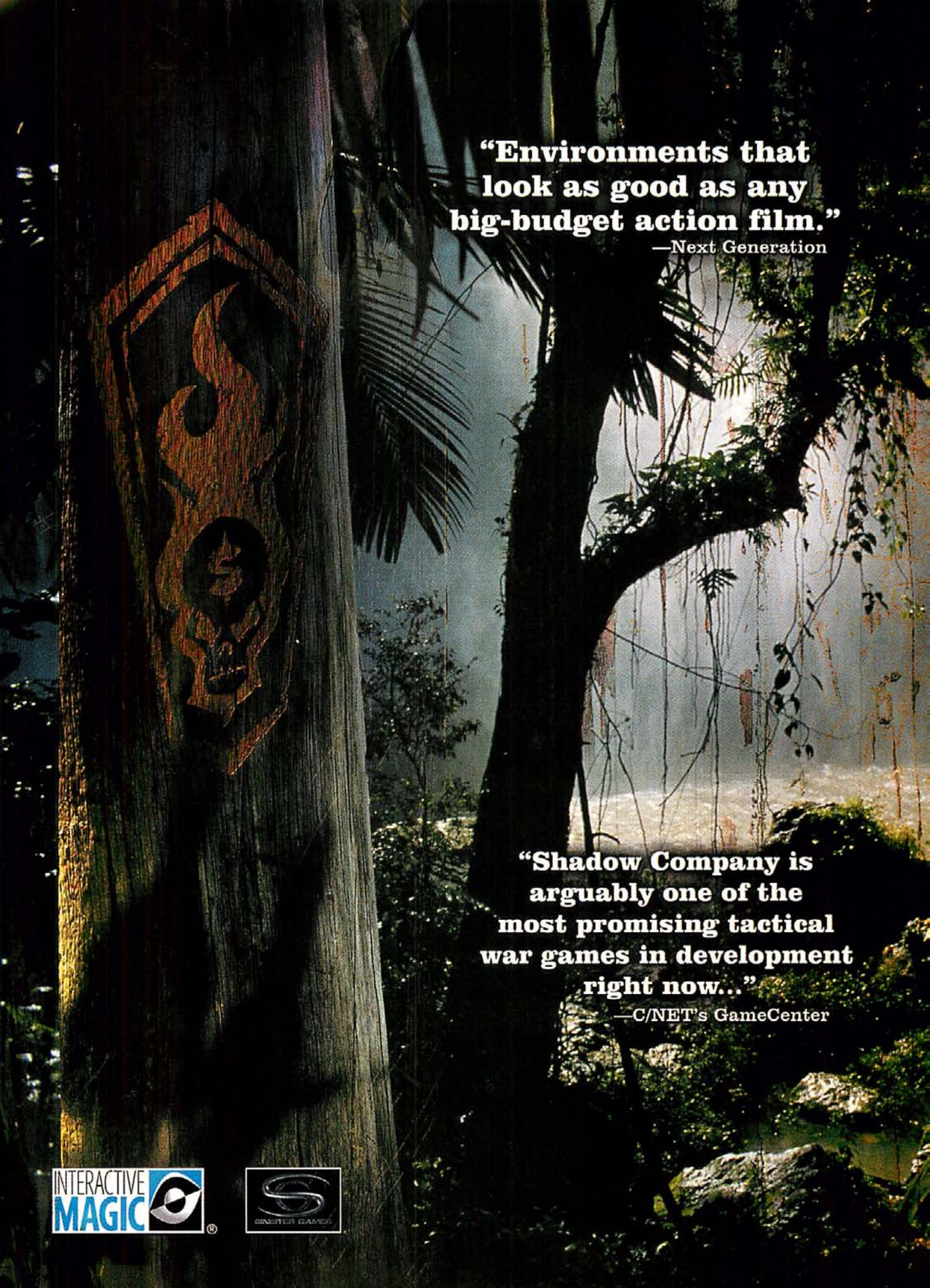
REQUIREMENTS: Pentium 90, Windows 95/98, 16MB RAM, 50MB hard-drive space.

3D SUPPORT: None.

MULTIPLAYER SUPPORT: None.

Price: $29.95
Publisher: MicroProse/Hasbro Interactive

www.rollercoastertycoon.com


"Environments that look as good as any big-budget action film."
—Next Generation
"Shadow Company is arguably one of the most promising tactical war games in development right now..."
—C/NET's GameCenter
INTERACTIVE MAGIC
SINISTER GAMES

"One-fourth Commandos, one-fourth Rainbow Six, one-fourth Jagged Alliance, with a dash of Myth 2. The rest is all Shadow Company."
—The Adrenaline Vault

"The A-Team would be impressed."
—PC Accelerator



Choose from 16 different mercenaries to execute your mission, then equip them for the dirty deeds at hand.



9 massive campaigns, each with dozens of deadly mission objectives...



Attack the enemy on land or by water — boats, tanks, hummers and many more vehicles stand ready for Shadow Company!

Shadow Company
Left for Dead

download the demo at
www.shadowcompany.com
Go to #173 @ www.computergaming.com/infolink

Get the Guide



Shadow Company: Prima's Official Strategy Guide

INCLUDES:
Complete mercenary strategy for every campaign

Detailed objectives for each mission

Terrain maps with item locations

Weapons, equipment, and vehicle stats

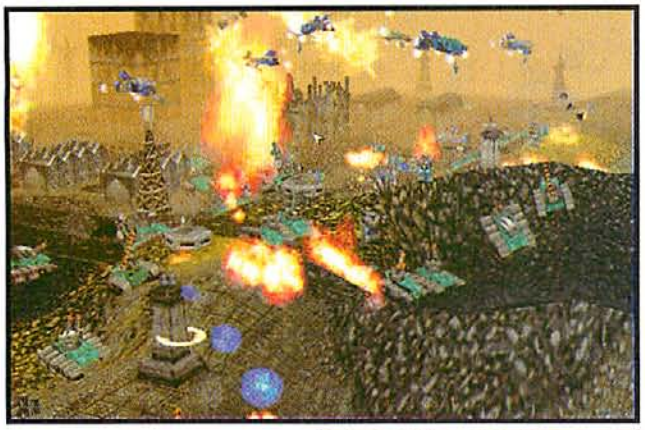
Prima Strategy Guides available where you buy guides and games.

PRIMA® GAMES

THE MOST TRUSTED NAME IN GAMES™
www.primagames.com

Apocalypse and Civil War

Two New Wargames Deliver Very Different Jolts of Excitement



Warzone 2100

★★★½☆

Price: $44.99
Publisher: Eidos Interactive
www.eidosinteractive.com



Aptly blending research, design, and unit customization with strategy and combat, WARZONE 2100 tries hard to compete with STARCRAFT and TOTAL ANNIHILATION, but its back-story is the same old postapocalyptic hoopla. Commanding a small force known simply as the Project, you venture from your underground labyrinth in search of artifacts (technologies) in a world shattered by nuclear fallout. Once a base of operations is created, you build and manage power plants, factories, and research facilities in order to supply, design, and upgrade your forces while searching for more artifacts. Long-term playability is assured through more than 400 technologies and 2,000 unit variations. Designing and building the perfect combat force is vital to surviving the deadly onslaughts of the evil Nexus, Collective, and New Paradigm regimes.

WARZONE 2100 takes place on three giant maps: Alpha (desert wastelands), Beta (demolished city), and Gamma (mountains). Each campaign map is carefully divided into several scenarios that focus on base defense, assault, or recon missions. Each mission extends the campaign map, revealing more areas to conquer and explore. At times, the combat scenarios are repetitive, but there is a definite feeling of progression throughout the game.

The AI, for the most part, is solid. Tanks attack the enemy, and trucks repair damaged structures without requiring your constant micromanagement. Unit pathfinding improves as technologies improve. WARZONE 2100 also includes a multitasking feature in which multiple commands can be assigned to units or factories, making management easier; for example, you can dispatch a repair truck to a particular spot, use that same truck to build an oil derrick, then repair a structure somewhere else on the map.

Structures and units carry over from one scenario to the next, gaining combat ratings that range from rookie, green, veteran, and professional all the way to hero. The higher the rating, the more proficiently units move, work, and fight.

There are times, however, when the AI shows some vulnerability. Occasionally, tanks get sidetracked from reaching the battlefront. Attack formations also seem a problem; they really could have used a combat formation script similar to MYTH. Mastering the interface is no easy task, with so many mini-menus to navigate and a bazillion designs to utilize. The game gets increasingly convoluted over time, and the timed scenarios sometimes become more of a nemesis than your enemies.

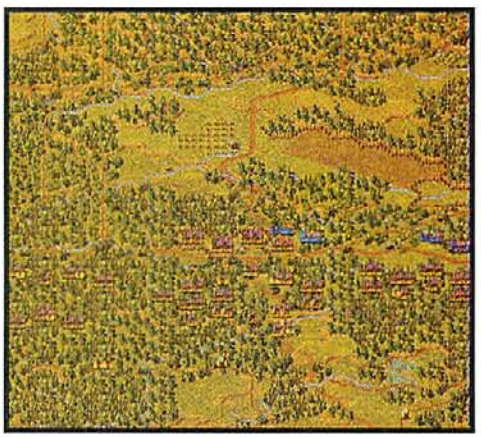
The game's 3D graphics are a refreshing change from the standard 2D real-time strategy game format. However, the various camera angles and panning and zooming features sometimes impede the process of navigating the map.

All in all, WARZONE 2100 offers a unique mixture of building and combat. If you're a technical maven who enjoys customizing your forces, then this game is the one you've been waiting for.
–Raphael Liberatore

Battleground: Chickamauga

★★★½☆

Price: $49.95
Publisher: TalonSoft/Take 2
www.talonsoft.com



Despite its age, the finest Civil War series ever isn't ready for euthanasia, thank you. BATTLEGROUND: CHICKAMAUGA takes you west of the Alleghenies, where, instead of the hint of Victorian romance we always associate with Robert E. Lee, we are treated to the bare-knuckled, savage affairs of Generals Grant, Rosecrans, and Bragg. In addition to the heroics of Longstreet and Thomas at Chickamauga, we also get the Union's hard-fought victory at Murfreesboro, and a "what-if" battle that assumes Bragg failed to guess Rosecrans' movements between Murfreesboro and Chickamauga.

The basic Battleground system portraying these conflicts hasn't changed drastically. The 32-bit graphics now stylistically resemble those of TalonSoft's WEST FRONT more than Charlie Kibler's earlier hand-painted Battleground maps. You may now deploy skirmishers, and there are a few common-sense changes to morale, fatigue, and defense.

The simulated situations vary in appeal: Though Murfreesboro isn't the most exciting battle, Chickamauga is particularly well balanced for multiplay.

The new touches are evolutionary, but this game system manages well enough without a lot of innovation. If you're into the American Civil War, you'll enjoy it. For others, you should be warned that there's probably more scholarship than excitement to be found here; this package isn't up to the level of, say, BATTLEGROUND: SHILOH.
–Jim Cobb
CGW



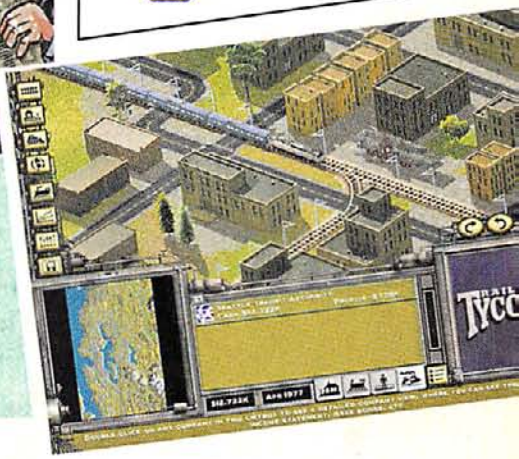




All aboard in war-torn Europe! In WWII, the great responsibility of securing supplies and transporting troops for the Allies is yours. The war years rely on the services of the iron steed. Be a patriot and do your part!

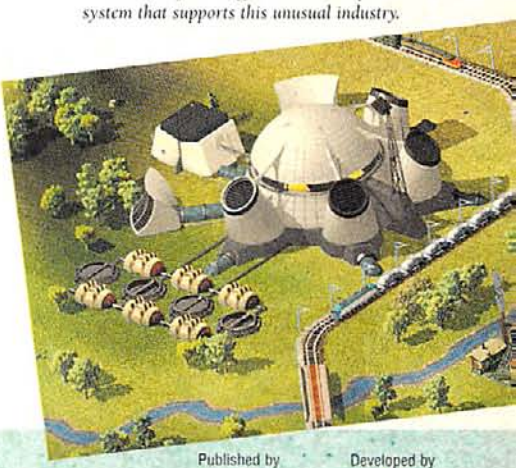
TRAINS Athearn IN MINIATURE

CHECK OUT THE LIMITED EDITION RAILROAD TYCOON II TRAIN SET.
www.athearn.com/RT2



Today's urban dweller calls for efficient and effortless travel. The all-new Metra scenario will challenge you to create a passenger light rail system for the citizens of Seattle.

In the future, the GeoCore power plant taps the Earth's core for energy. You must implement the rail system that supports this unusual industry.



EXPANSION PACK FOR THE 1998 STRATEGY GAME OF THE YEAR.

RAILROAD TYCOON II

The Second Century.

Every man, woman, and child who enjoyed the pleasantries of an afternoon well spent with the smash PC hit *Railroad Tycoon II* has anticipated the arrival of this ultra-modern expansion pack. Eighteen all-new campaign scenarios divided into three distinct historical eras are sure to delight today's modern PC gamer.

RIDE THE RAILS BACK IN TIME!

In the passage from 1939 through 1950, stop along the way to do your part for the war effort. Deliver troops and supplies to the besieged Allied front. Rebuild the British rail system after its destruction in the Blitz. Protect Mother Russia from the advancing Germans. Only a foolproof rail system can spell victory for the Allies!

MODERN TIMES REQUIRE PROGRESSIVE THINKING!

Next stop, the Modern Era. Solve the transportation problems facing the modern world from 1950 to 2005. Help build a modern Metra passenger system for Seattle. Manage the suboceanic Chunnel system between England and France without drowning in debt. Be the visionary who links two of America's greatest cities, Los Angeles and San Francisco, with long-awaited high-speed rail.

LAST STOP, THE FUTURE!

From 2005 to 2030, worldwide flooding and melting ice caps wreak new havoc for the modern railroad tycoon. The United States is a watery wasteland. The Mediterranean is an empty basin with a blossoming Eden. Antarctica is a promising agricultural center. The heady task of providing rail systems for this strange and exotic new world falls upon your shoulders. No doubt only the most ingenious solutions will do.

ONE OF THE WONDERS OF THE WORLD?

- THIS FINE GAME BOASTS NEW BUILDINGS! WEAPONS PLANTS... ARMY BARRACKS...AND A DISTILLERY.
- MELTED ANTARCTICA...FLOODED UNITED STATES...DRIED UP MEDITERRANEAN...THESE AND OTHER NEW LANDSCAPES ABOUND!



Follow-up to the 1998 strategy game of the year!
Computer Games Strategy Plus

- NEW ENGINES! THE FRENCH TGV BULLET...THE GERMAN DB18 201 MODERN STEAM TRAIN...THE BRENNER 412...ENJOY THEM ALL.
- PRESENTING NEW CARS SUCH AS METRA PASSENGER CARS... TROOP TRANSPORTS...AND WEAPONS FLATBEDS!
- OVER 15 EXCEPTIONAL STAND-ALONE SCENARIOS. MOST ARE MULTIPLAYER READY. BE THE FIRST ON YOUR BLOCK TO TRY THEM!

FULL VERSION OF RAILROAD TYCOON II REQUIRED TO OPERATE.

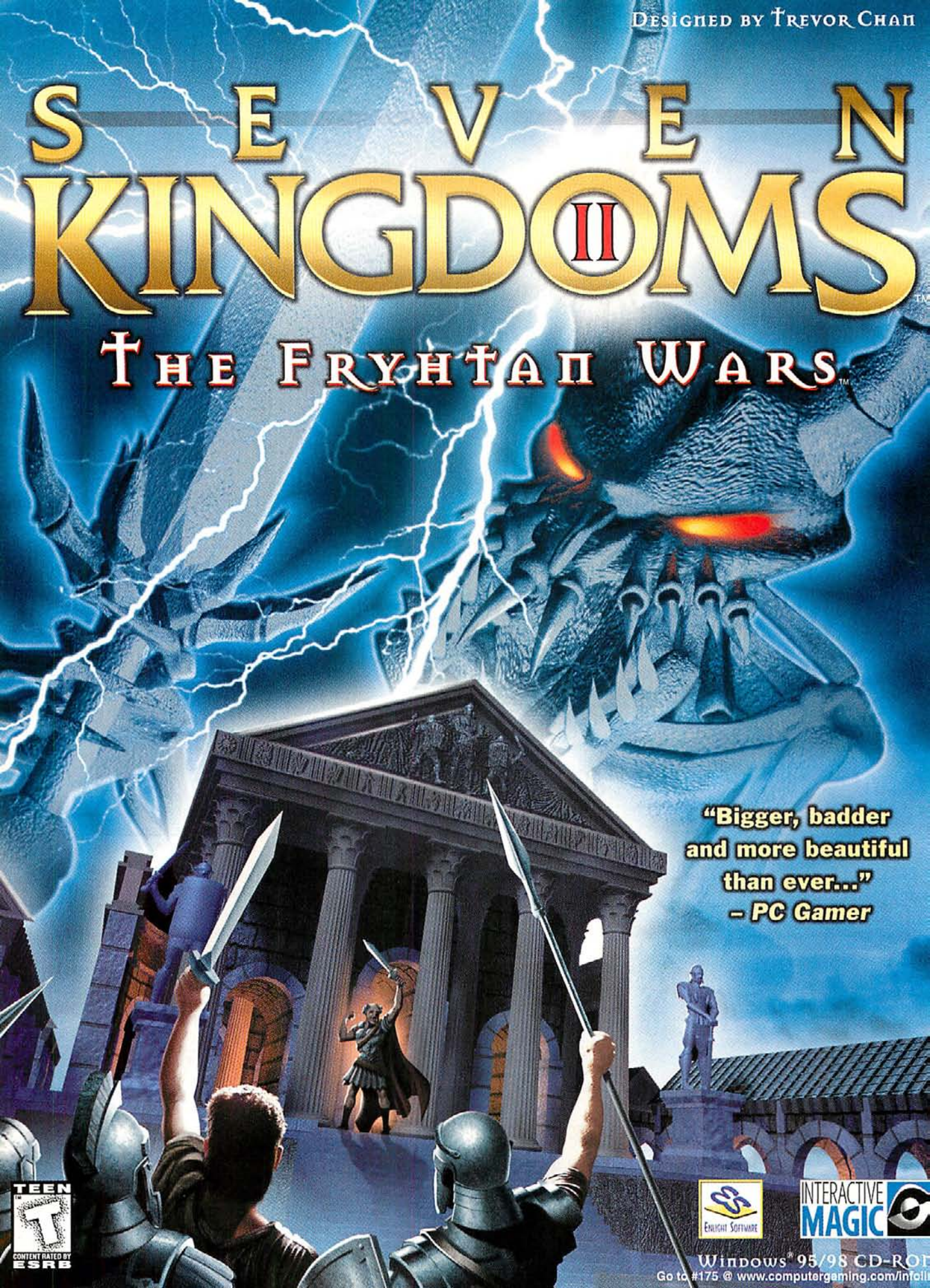
Railroad Tycoon II, the Railroad Tycoon II logo and the PopTop logo are trademarks of Poptop Software, Inc. Gathering of Developers and godgames are trademarks of Gathering of Developers, Inc. © 1999 Gathering of Developers, Inc. All Rights Reserved.

Tomorrow's **EXPANSION PACK** Today!

Published by Gathering of Developers
www.godgames.com

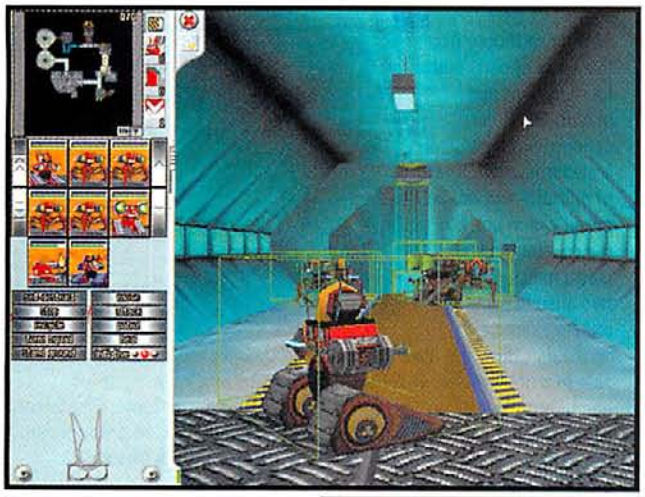
Developed by TOPP PopTop Software
www.poptop.com

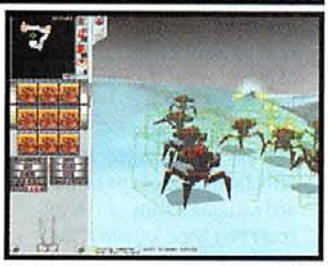
Go to #124 @ www.computergaming.com/infolink


Designed by Trevor Chan
SEVEN
KINGDOMS II
The Fryhtan Wars
"Bigger, badder and more beautiful than ever..."
– PC Gamer
TEEN
CONTENT RATED BY ESRB
Enlight Software
INTERACTIVE MAGIC
Windows® 95/98 CD-RO
Go to #175 @ www.computergaming.com/infoli

Robots 'n' Russkies

Some Games Take the Fog-of-War Too Seriously





Machines

★★☆☆☆

Publisher: Acclaim Entertainment
Price: $44.99
www.acclaim.net

I've come across some really ugly genre combinations in the past, but none that I wanted to see succeed as badly as this mixture of RTS and FPS. I can't count the number of times that I've cursed at my tanks in COMMAND AND CONQUER because they turned at the wrong time, and simultaneously thought, "If only *I* could have been at the helm." Unfortunately, the integration of these very different gaming styles was done so poorly in MACHINES that I found myself wishing that they had stuck to one and done it right.

The premise of the game is that humanity sent out robotic artificial intelligence seeding colonies in advance of the human "generation" ships that were following. The humans never arrived, and a bug in the AI code caused the original robot ships to make colonies of their own. When these empires of colonies bump into each other, the different AI's fight it out.

It's actually a pretty cool story, but instead of developing it into a truly wonderful plot-oriented campaign game, Acclaim stitched a bunch of nonrelated and illogical scenarios together, with a few new features acting as glue.

One of the most touted features has been the viewing interface, and this is where the game fails the most. None of the three settings—strategic view, ground view, and first-person view—really does the job well.

The strategic view offers a rotating, over-the-shoulder perspective that is good for selecting multiple units. But the onscreen visibility range is severely limited. You can't pan the view up very far, which severely limits the type of movement that you can effectively order. To make things even worse, you can't really see the terrain's elevation changes.

The ground view is probably the most useful of the three. With it you get to see much further into the distance and detect an enemy advance in time to do something useful; often, I was able to visually spot a unit in this view long before it appeared on the strategic view or satellite map. But coordinating multiple units is difficult.

The first-person view is the most disappointing. You can jump into the cockpit of any mobile unit and control its directional movement, turret movement, and weapon fire. Sounds great, but once you go to this shooter POV you lose the satellite map, making it impossible to maintain any type of strategic control. Nor can you control multiple units anymore, making your attack a solo performance.

Buried in all this mess are a couple of gems, though. There are real micro-terrain features: small hills, shallow depressions, ravines, trees, and other obstructions that offer localized cover from enemy fire and provide an opportunity to nullify longer-range weapons and let you "funnel" the enemy into your kill sacks.

This genre combination still holds great promise, but you're better off looking for satisfaction in another title.—*Lance A. Larka*

Smolensk to Moscow

★★★☆☆

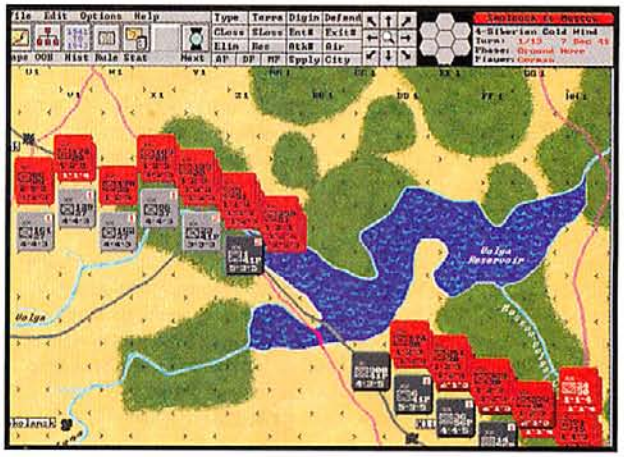
Publisher: Schwerpunkt
Price: $39.95
www.ghgcorp.com/schwerpt

Schwerpunkt continues its series of little-known World War II battles with SMOLENSK TO MOSCOW (STM). Once again, we're in the Eastern Front of WWII; fortunately, the designer skips the easy German victories of the summer of 1941 and instead portrays the Soviets' stiffening before Moscow, thus examining how the Wehrmacht was worn down, slowed, and stopped during the infamous Russian winter.

An enlightened port of boardgame to computer, STM has the look and feel of SPI and Avalon Hill divisional-level games, but without the tedious paperwork for command control, morale, and supply. This convenience mostly makes up for the somewhat tricky interface and simplistic graphics.

The game's nine scenarios cover the period from October to December of 1941, with some fighting in 1942. The gameplay is so straightforward that any board wargame aficionado will be right at home. Optional rules add spice with fog-of-war and advanced combat postures; there's also a scenario editor. The AI is reasonably tough, and STM works very well for email play against another human general.

STM provides a solid, well-researched, and pretty enjoyable game with a lot of replay value. Even so, the DOS clunkiness of its engine is starting to catch up to Schwerpunkt, which should consider a move to Windows 95/98. Otherwise, this little company risks being buried by the avalanche of scenarios found in high-test games like THE OPERATIONAL ART OF WAR.
—*Jim Cobb* CGW



Step Into My Parlor

Bit-Mapped Tiles, Darts, and Salvos Bring Back Turn-Based Classics



Email Scrabble

★★★½☆

Publisher: Hasbro Interactive
Price: $14.95

www.hasbro.com

Scrabble, the classic word-building game, is ideally suited to the play-by-email format. A fatal bug, however, prevents you from exchanging your tiles. Face it: When you've got X, Z, Q, J, F, N, and D, you really don't have much choice but to chuck it all into the bag and redraw; not being able to do that is a serious drawback.

On the plus side, EMAIL SCRABBLE is simple to install and quite easy to play, whether or not you're familiar with the board game. SCRABBLE clans are rapidly forming over in *CGW*'s sales department, and even jaded editors have become hooked. Heck, some of us are even playing this game with our moms (but don't tell anybody).

While it lacks some of the chrome (sexier graphics, more robust dictionary, and so forth) of the bigger-budget SCRABBLE of a year ago, EMAIL SCRABBLE is aggressively priced and quite addictive. This is one email application we really like.—*Tom Price*

Elite Darts

★★★½☆

Publisher: Patch Products
Price: $20.00

www.patchproducts.com

Welcome to *CGW*'s Department of Crow Eating. Having taken an admittedly cheap shot at ELITE DARTS in my *Greenspeak* column last month—without ever having played the game—I felt it was my cosmic duty to take a higher road this month, be a professional, and actually play the game before reviewing it. And, yeah, for what it is, ELITE DARTS is actually really good.

ELITE DARTS is a surprisingly feature-rich darts simulation made by people who take their darts seriously. It offers three classic games—*Cricket*, *'01*, and *Baseball*—that you can play against up to three computer opponents or in multiplayer mode over a LAN or the Internet. ELITE DARTS smartly includes the games' most common rules variations, allowing you to customize play and scoring to the way you're used to playing in real life. For example, my real-life favorite is "Inverse Cricket," so I was thrilled to see it here.



You can choose from five types of darts and four locations and boards. Computer opponents can be scaled from three levels of difficulty and can be mixed within one match—letting you play a match against two amateurs and one pro, for example.

The dart throwing itself is most akin to a golf simulation. A transparent arm appears on screen; you aim with the mouse and then throw by thrusting the mouse forward. The speed of your mouse movement determines the velocity of the dart. It'll take a couple of games to get the feel down, but once you do, the play is natural and pretty dead-on.

If this appeals to you, then ELITE DARTS is about as faithful and accurate a darts sim as you could ever hope for, minus the drunken morons walking in front of the board as you throw—the game's only serious omission.—*Jeff Green*

Email Battleship

★☆☆☆☆

Publisher: Hasbro Interactive
Price: $14.95

www.hasbro.com

In the traditional *Battleship* boardgame, each turn can result in a hit (which is signified by a tinny "ka-boom" sound in the old battery-powered version of the game) or a miss (creating a corresponding "splash" sound effect). Playing the game EMAIL BATTLESHIP by Hasbro conjured a sound in my head—a huge splashing sound. This game misses by a mile.



Which is a shame. First let me say that I have no problem with the game of *Battleship* itself. I wasted many a prepubescent afternoon on the shag carpet yelling out "You sank my battleship!" at one cousin or another. The game is a good way to waste a half hour. *Battleship* by email, however, is a bad way to waste a few weeks.

Worse, EMAIL BATTLESHIP can be a bit buggy. Unfortunately, I too often received "application not found" errors while trying to open the email attachment and was forced to detach the attachment and run the program in order to play my move.

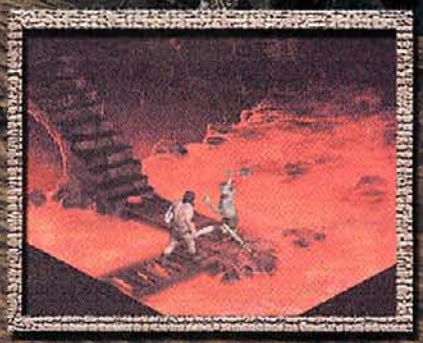
It's *CGW* policy to finish every game we review, but EMAIL BATTLESHIP is so mind-numbingly tedious that after two weeks and only one sunken ship, I decided to give up. There's not enough strategy or planning inherent to the game to keep it interesting or compelling over that period of time.—*Tom Price* CGW

clans

As Legends foretold, evil has returned to the land. A dark tide of death and destruction is now raging over your once peaceful realm, turning brother against brother, clan against clan. Summon your courage and raise your sword for a fight to the death against a demonic monster who feeds on hatred and despair.

- Battle as one of four unique characters.
- Conquer malicious hordes and mythical beasts through hundreds of miles of dangerous lands.
- Cast spells, unravel puzzles, interact with extraordinary characters.
- Clash with up to 4 players over Internet or LAN.







Coming Soon!

Strategy First

www.strategyfirst.com

computerHouse

Distributed Exclusively by GT Interactive Software

www.gtinteractive.com

TEEN T AGES 13+

PC CD-ROM

©1999 Strategy First Inc. All rights reserved. Clans is a trademark of Strategy First. All rights reserved. All other trademarks and copyrights are the properties of their respective owners. ©1999 GT Interactive Software.

Civilization: Call to Power

Excerpts From Brady Publishing's *Civilization: Call to Power—The Official Strategy Guide*

by Terry Coleman and Johnny Wilson

Whether you wish to conquer the world in the manner of Alexander the Great or just build a peaceful empire, it's inevitable that you are going to have to fight a war at some point during CIVILIZATION: CALL TO POWER—and not always at a time and place of your own choosing. Therefore, the first question you should ask yourself is, "What is my strategic goal in this particular game?" The second question, which follows from this, is, "Can I afford to undertake my chosen goal?" What newcomers to CALL TO POWER often fail to ask is, "Can I afford *not* to undertake my chosen goal?" Worse, still, they have no goal at all.

One thing we can assure you, however: If you simply go along, letting the game play *you*, instead of you playing the game, your civilization will be left in the dustbin of history. Therefore, whenever you are faced with the possibility of military conflict, ask yourself:

1. Does the potential enemy pose an immediate threat to the well-being of my empire?
2. Will this fight start a long, protracted war?
3. Why am I going to war?
4. How much can I afford to lose?
5. Will this war help me win the game?

At the risk of sounding cynical, we tend to go to war when it is most practical to do so. For the Alexander the Great–style player, this might be 90 percent of the time (yet you still don't want a war forced on you before you're ready). Even if you're a player whose style is better suited to economics and production, you'll eventually reach a point at which you're entangled in a "World War" that continues over a long number of turns. In either case, you are going to have to decide whether: (a) crippling your opponents is enough; (b) you should take an opponent entirely out of the game; or (c) you can derive a lasting advantage without expending as much effort.

See the Review
THIS ISSUE ON PAGE 145 • 3.5 STARS

CONCERNING THE ART OF COMBAT

When you attempt to enter the space of an enemy piece, combat occurs. Combat in open terrain is fairly simple, because you can make a rough estimate of your chances in a given combat by comparing the attack value (of the unit moving into the space) with the defense value (of the unit already in the space). Combat percentages are always figured from the attacker's point of view, as follows:

Attacker value divided by (Attacker value + Defender value) = Chance of a Hit

If the Attacker makes his Chance to Hit, he scores a single hit on the Defender, who loses one Hit Point. If the Attacker misses his Chance to Hit, he loses a Hit Point. This continues until either the Attacker or the Defender has lost 10 Hit Points and is eliminated.

Legion Versus Phalanx

A Phalanx, with a defense strength value of 2, defends in Plains (whether or not the Plains space has a road, it's still considered open terrain). Assume that a Legion, with an assault strength value of 2, attacks the Phalanx. The odds are even, which you'd expect from two units with the same value. But let's go through the process anyway:

The Legion Attack is 2; the Phalanx Defense is 2.
2 [attack value] divided by (2 [attack value]+2 [defense value]) = Chance for the Attacking Legion to Hit the Defending Phalanx.
2 divided by (4) = 1/2, or a 50 percent Chance to Hit for the Legion against the Phalanx.

At this point, the computer program would generate a random number from 1 to 100, much like rolling a pair of 10-sided percentile dice. If the number in this case came up as, say, 43, then the Legion would have made its Hit Chance and would inflict a hit on the Phalanx. If the random number was anything from 51 to 99, then the Legion would have failed its Hit Chance and would take a hit itself. The process repeats until one of the units loses 10 Hit Points and is eliminated.

Keep in mind that all units on At War status have a full allotment of 10 Hit Points. Units that are Standing Down, however, can have no more than 75 percent of their normal Hit Points, making them brittle in combat.

UNIT COMBAT MODIFIERS

Unit Condition	Combat Effect
At War status	Normal
On Alert	-12 percent
Standing Down	-25 percent
Fortified	+50 percent
Unit has 2/3 of a movement point left	-33 percent
Unit has 1/3 of a movement point left	-67 percent
Veteran unit	+50 percent

MULTIPLICITY OF WONDERS

Here are our favorite Wonders of the World for multiplayer games:

Wonder	Why to Build It
East India Company	Often better than in a solo game, as there's usually more trade between Humans.
Eden Project	One of your aggressive buddies will be a polluter nonpareil.
Edison's Lab	Not as good as the Internet, but still helps your research efforts.
Forbidden City	Shuts off information to your enemies; drives 'em nuts.
Hagia Sophia	The multiplayer game without a thriving Theocracy is rare indeed.
Internet	Almost guaranteed to keep you in a multiplayer game.
London Stock Exchange	Being more cost-efficient than fellow Humans is a key to winning.
Philosopher's Stone	It's more important to know what a Human is thinking than an AI.
Sphinx	As combat-happy as most gamers are, this gives you peace of mind.
Stonehenge	Grow fast, grow strong, before your neighbor does.

CONCERNING RANGED ATTACKS

Ranged combat is new to the CIVILIZATION series, but it's not terribly complicated when compared to other strategy games—just different.

1. Basically, all units with a Ranged Attack (Archers, Musketeers, and so forth) are placed in the "back row" of each side, as long as they have normal land combat units (Marines, Phalanxes, and the like) in front of them, in the "front row."

2. When combat begins, the Attacker's Ranged Units fire on defending enemy units in the front row, and the defenders do likewise at the attackers in the front row. The combat is resolved similarly to the usual fashion, except that:

a. Each back-row unit attacks with its Ranged Attack value;

b. Each Ranged Unit attacks, or "fires," 10 times (with arrows, musket balls, whatever);

c. Anything that would normally count as a Hit to the Ranged Attacker has no effect (since they are firing from too great a distance for opposing units with nonranged weapons to really hit them).

3. Next, the front-row troops conduct combat as normal.

4. This continues until all front-row troops of one side are eliminated. Then, the Ranged Units of that side must move up to the front row and use their normal (non-Ranged Attack) values; now that they are in the front row, they may be fired upon by enemy units in the second row (using their Ranged Attack).

5. Combat continues until all units of one side are eliminated.

Land Combat Versus Ranged Combat

Two Roman Knights and one Legion attack a group of three Greek Phalanxes and one Archer on a hill.

1. Even though the Greeks are the defenders overall, the Archer still gets to "attack" the Romans by using its Ranged Attack value.

2. The Archer opens fire on one of the two Knight units, firing 10 times:
(Archer Ranged Attack of 3) divided by (Archer Ranged Attack of 3 + Knight Defense of 3)
3 divided by (3+3)
3 divided by 6 = 1/2, or 50 percent
In this example, the Archer does slightly less than the average damage, scoring 4 hits on the Knight.

3. The fresh Knight (which took no hits) defeats the opposing Phalanx, but loses 8 Hit Points.

4. The other Knight, damaged by the Archer, loses to its opposing Phalanx.

5. The Legion loses a close battle to its opposing Phalanx.

6. Outnumbered, the Knight takes 5 hits from the Archer's Ranged Combat and is easily dispatched by the Phalanx.

It should be noted that without the Archer, the Knights would probably have had enough firepower to take out the Phalanxes.



EAST INDIA CALLS TO YOU Since humans trade more, on average, than AI civilizations, you should consider building the East India Company wonder.

POWER TO THE PEOPLE

In CIVILIZATION: CALL TO POWER, you deal with 12 forms of government. Each has different effects on Growth, Production, Science, Gold, and Military support. In addition, each governmental form has a maximum percentage of Gold that can be spent on Science in any given turn. As a result, each of the following forms of government has an appropriate point at which it can be used most efficiently for your strategy.

Anarchy: This gives you only one-tenth of the amount usually provided for Science and three-quarters of the amount usually garnered in Gold. The most inefficient form, but a necessary evil to make the transition to more advanced governments.

Communism: Assumes that the central planning mechanism of a totalitarian regime can be very efficient in the short run, but forces you to pay the price in Pollution. By using the 1.75x multiplier for Production and 2x multiplier for Science, you can develop your industrial base rather quickly. Of course, your citizens will be choking on their own soot.

Corporate Republic: A fictional form of government designed for CALL TO POWER, it's superior to Democracy, Monarchy, Republic, Theocracy, and Tyranny in terms of its impact on your fiscal (Gold) and industrial (Production) status.

Democracy: The leader of a Democracy can assign 10 percent more Gold to the advancement of Science (70 percent as opposed to 60 percent), which represents a significant edge over your opponents as you move through the technology tree. On the downside, the possibilities of unrest during wartime make Democracy a poor proposition for gamers who prefer to conquer above all else.

Ecotopia: An ideal government for those who wish to prosecute an efficient war. It is particularly effective when you wish to attack heavy polluters.

Fascism is the ideal governmental form for prosecuting a war prior to the advent of Ecotopia. There are no major disadvantages for the conqueror unless you happen to build so many Fascist units that you take a significant force reduction when you change to Ecotopia or a more advanced government later in the game.

Monarchy: The slight bonuses for Science and Production gained by this government during the early portion of the game are far outweighed by those of other forms of government as the midgame approaches. Note also that the larger the empire, the less efficient the Monarchy becomes. As your empire grows, don't hesitate to change to a new form of government.

Republic: The most efficient form of government for a medium-sized civilization. It offers you across-the-board bonuses to the Science, Gold, and Production modifiers. It also has the least downside of any government until you are able to establish a Democracy.

Technocracy: Though inhumane, this is a useful form of government, since it has the highest Production modifier in CALL TO POWER. It is definitely the form of government to use when you're falling behind and you need to pump up production in a hurry with no distinct downside.

Theocracy: A relatively efficient form of government, but one that doesn't pay dividends as big as some of the later governments; still, the Cleric attack could become a big income producer for your government. This is a very nice form in the early portion of the game for someone who prefers to build rather than conquer.

Tyranny: The baseline government for CALL TO POWER, with no advantageous modifiers. When it is possible to move on, we advise you to change governments out of Tyranny as quickly as possible.

Virtual Democracy: A highly idealized futuristic version of pure democracy, it is the best government for making progress in science. If you're headed for the Wormhole Sensor and Alien Synthesis Project ending, this is the government you'll need for success.

Continued on Page 178

Heroes of Might & Magic III

Build Strongholds, Augment Spells, and Rule Erathia in No Time

by Elliott Chin

Even given the excellence of the entire series, HEROES OF MIGHT AND MAGIC III still stands out, with eight castle types to choose from, 16 different types of heroes to play, over 100 creatures to command, and a detailed magic system to master. In a game with so many options, it can't hurt to get a few pointers, especially if you're facing a bully like *CGW* Features Editor Denny Atkin, who is just begging to be beaten. With that in mind...

THE ABCS OF COMBAT



Need for Speed

Nothing spells victory like initiative. If you can move first in battle, you can draw first blood and cast the first spells. Being first thus means having a great advantage. Try to ensure that you have at least one stack in your army that has speed 9 or higher. Also, make sure your ranged units are faster than the enemy's ranged units. If your ranged units aren't faster, then take the opportunity to cast Haste or Prayer on them to speed them up. It's important that you attack with your ranged troops before spells or faster ranged units cut down their numbers.

Morale and Luck

These two factors are very important to any tactical battle. Good morale allows your troops to attack again, while good luck means your unit deals double damage. Conversely, bad morale paralyzes your unit for that round. Never mix more than two types of creatures from a town, because that lowers morale. Try to get the Leadership skill for your heroes: It adds +1 to +3 to your units' morale. Still, keep in mind that morale can never go higher than +3. Similarly, you should try to acquire the aptly named Luck skill.

Heroes

Be mindful of the fact that heroes add their attack and defense to their attendant troops. Thus, although the goblin and the gremlin have very similar statistics, when matched against each other, the goblin will be twice as effective if it's commanded by a barbarian (+4 attack) and the gremlin is commanded by an alchemist (+0 attack). As in previous HEROES games, you want to create a killer superhero and have him initiate the majority of your offensive strikes.

IT MIGHT BE MAGIC



All magic in HEROES III falls under four elemental schools: Air, Earth, Fire, and Water. Every hero's command of magic is dependent on whether he chooses to learn the Air, Earth, Fire, and Water skills. Each skill allows the hero to cast spells in that school at greater effectiveness. In addition, having the matching skill will make all spells in that school cheaper to cast. While you can still cast a spell even if you don't have the appropriate skill, it would behoove you to learn that skill as quickly as possible for both the increased effect and lowered cost. Here is a rundown of each school's pros and cons.

Air: This school has excellent movement spells for the adventure (strategic) map. Both Fly and Dimension Door are excellent for moving around the map, and the latter practically triples your move. If you master Air magic, you can cast Dimension Door *four times a day*. The Air school has two potent attack spells—Lightning Bolt and Chain Lightning—but few other direct-damage spells. The all-important Haste spell—a must-have for slow troops—is an Air spell.

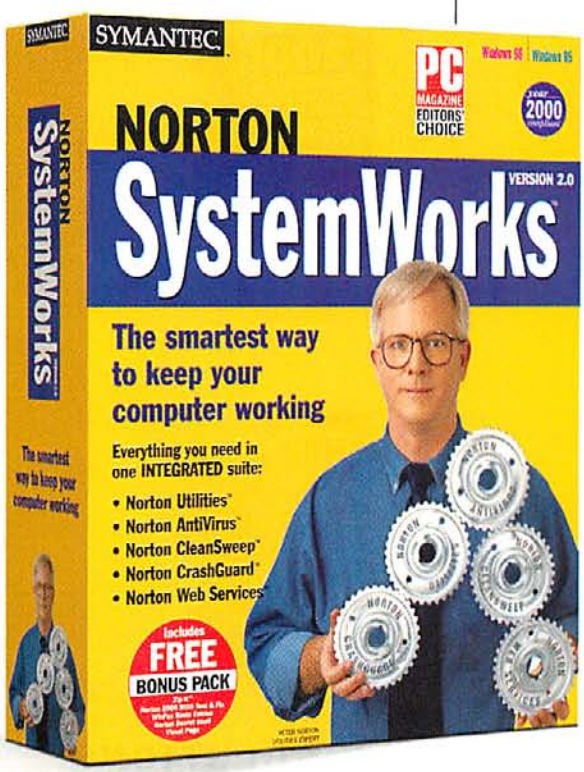
Earth: This school has not only the effective Meteor Swarm spell but also the most powerful offensive spell in the game: Implosion. In addition, the very useful Town Portal spell belongs to this school. If you master Earth magic, you can specify the town to which you want to teleport. Otherwise, you teleport to the nearest town without an occupying hero. The undead spells (Animate Dead, Death Ripple, Destroy Undead) all belong to the Earth school.

Fire: Fire is heavy on offensive magic, with spells such as Fireball, Inferno, and Armageddon. However, this school has neither a spell quite as destructive as Implosion nor one so far-reaching as Chain Lightning. This school does have some interesting augmentation magic, such as Bloodlust (increases attack rating) and Frenzy (adds all defense points to your attack rating). However, Fire is probably the weakest of the game's schools.

Water: The Water school has many powerful augmentation spells, including Bless (maximum damage), Mirth (increase morale), Teleport (move anywhere on the map), and Prayer (increase attack, defense, and speed). This school lacks effective attack magic, but is the best for enhancing your troops in battle.

One-stop shopping

PC Magazine
Editor's Choice Award



Year 2000 Compliant

Microsoft® Office® 2000 Compliant

PC MAGAZINE EDITORS' CHOICE
May 4, 1999

PC WORLD WORLD CLASS

WINLIST
Windows Magazine 1999

"Norton SystemWorks combines the best individual utilities with the best integration we've seen yet in a utility suite."

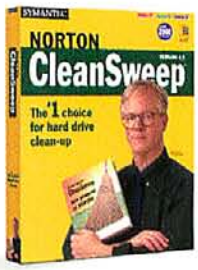
–Windows Magazine, May 1999

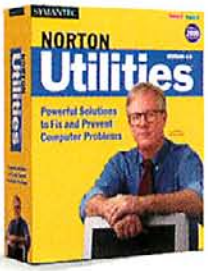
www.symantec.com SYMANTEC.

Symantec is the world leader software for business

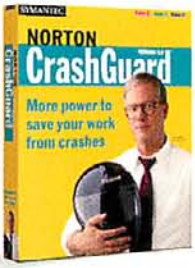












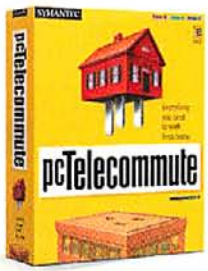
UTILITY SOLUTIONS

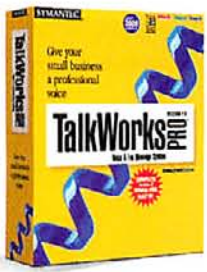
Symantec keeps your computer working around the clock. No viruses, no junk, no crashes, no barriers to accomplishing your goals. *That's exactly the way computing should be.* And with the full Norton line of protection software, *that's the way it is.* To get started buy one of our award-winning solutions. Norton AntiVirus™ is the #1 anti-virus software in the world. Norton Utilities™ is the #1 problem solving software with over 15 million users.

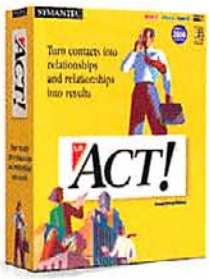
Norton CrashGuard™ protects against computer crashes with more power to save your work from PC crashes. Norton CleanSweep™ is the #1 choice for hard drive clean-up. Or for maximum protection get all of these award-winning products in one integrated suite, **Norton SystemWorks.**™ Don't forget Norton 2000,™ the best way to address year 2000 problems on your PC.

in utility and communication and personal computing.











COMMUNICATION SOLUTIONS

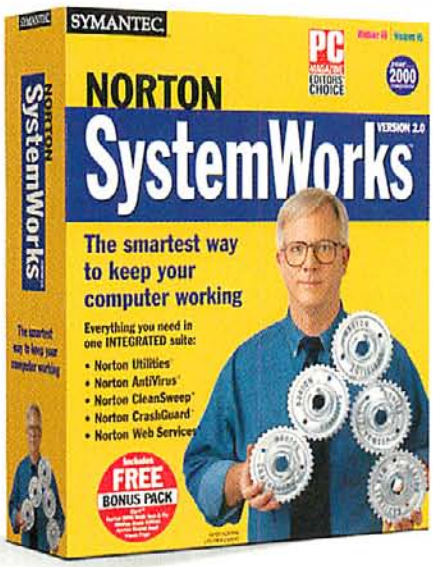
Symantec also gives you the tools for working at home or on the road. In today's world, you need to be able to work from virtually anywhere with anybody. That's why Symantec developed a whole line of remote productivity software that help you stay in touch so you can get your work done—*from anywhere at anytime.* ACT!™ gives you instant access to all your customer information. WinFax PRO™ is the world's first choice for easy and reliable faxing.

TalkWorks PRO™ helps small businesses have a professional voice by bringing voicemail and telephone capabilities to your desktop. pcTelecommute™ is the first complete solution designed exclusively for telecommuters. pcAnywhere™ gives you the fastest and easiest access to your office PC, from anywhere.

For more information go to **www.symantec.com**

SYMANTEC.

GET ONE
You've got them all.



NORTON AntiVirus

NORTON Utilities

NORTON CleanSweep

NORTON CrashGuard

NORTON Web Services

Buy me now, buy me at

GIGABUYS.com BY DELL

and other leading resellers

Symantec, the Symantec logo, ACT!, Norton AntiVirus, Norton CleanSweep, Norton CrashGuard, Norton Utilities, pcAnywhere and WinFax are U.S. registered trademarks of Symantec Corporation and its subsidiaries. Norton 2000, Norton SystemWorks, Norton Web Services, pcTelecommute, and TalkWorks PRO, are trademarks of Symantec Corporation. Windows and the Windows logo are registered trademarks of Microsoft Corporation in the United States and other countries. Other brands and products are trademarks of their respective holder/s.
©1999 Symantec Corporation. All rights reserved.

www.symantec.com SYMANTEC.

CHOOSING YOUR TOWN

If you are going to play one of the more expensive town types—tower, castle, or dungeon—always take the bonus for extra resources. Likewise with the rampart—even though it's cheaper—because you need the extra crystal to build the Pegasus dwelling.



THE DUNGEON Although the castle town is the strongest, this dungeon formation can beat an army of like-level castle troops.

Castle Town

The game's strongest town, the castle has excellent units throughout the tech tree. Upgrade your archers and swordsmen early and you will have arguably the game's best early-level ranged unit and the best mid-level melee attacker, respectively.



THE FORTRESS It has a serious lack of might and magic, and requires more wood for building dwellings than any other town type.

Inferno Town

Although the inferno is stronger than the fortress town, all inferno units (except for the seventh-level devil) are pretty slow. In addition, most inferno units lack significant upgrades. Creature-wise, this town loses out to most others, and its only saving grace is having powerful magic.



THE STRONGHOLD Build a wolf pen, a roc's nest, and finally the behemoth lair to gain the mighty behemoth unit in only three turns.

Dungeon Town

The dungeon has average-strength early units, but from levels three to seven it has very powerful creatures (with the exception of the sixth-level manticore). Having two strong ranged attackers in the midgame (levels three and four) gives you incredible firepower and allows you to pick off the slower troops of the tower, rampart, and inferno towns. Add in the fifth-level minotaur, which is as strong as several sixth-level troops, and you have the only midgame army that might be better than the castle's. This town provides excellent magic.

Necropolis

This town is schizophrenic. Its liches, knights, and upgraded vampire lord are extremely powerful, but the second-, third-, and seventh-level creatures are extremely weak. If you do play this town, scramble up the tech tree to get the three good units and bypass the third-level wraith, which you never need to build.

Fortress Town

This town is the weakest in the game. It has a barely average first-level unit. Its second-level unit, the lizardman, is the game's weakest ranged attacker. Add to that a fatal lack of strength and staying power for its sixth- and seventh-level units, and you have a town that can't really stand toe-to-toe with any other. The only highlights are the gorgon and basilisk, although they are most effective in large numbers. This town is also incredibly weak in magic. To add insult to injury, the fortress town needs an exorbitant amount of wood, so you'll need at least three wood mills.

Rampart

This town has very slow creatures, so it is imperative that you get the Pegasus unit early to have a chance at gaining initiative in battles. Make sure to upgrade the elven archers to grand elves, which enables them to shoot twice.

Stronghold

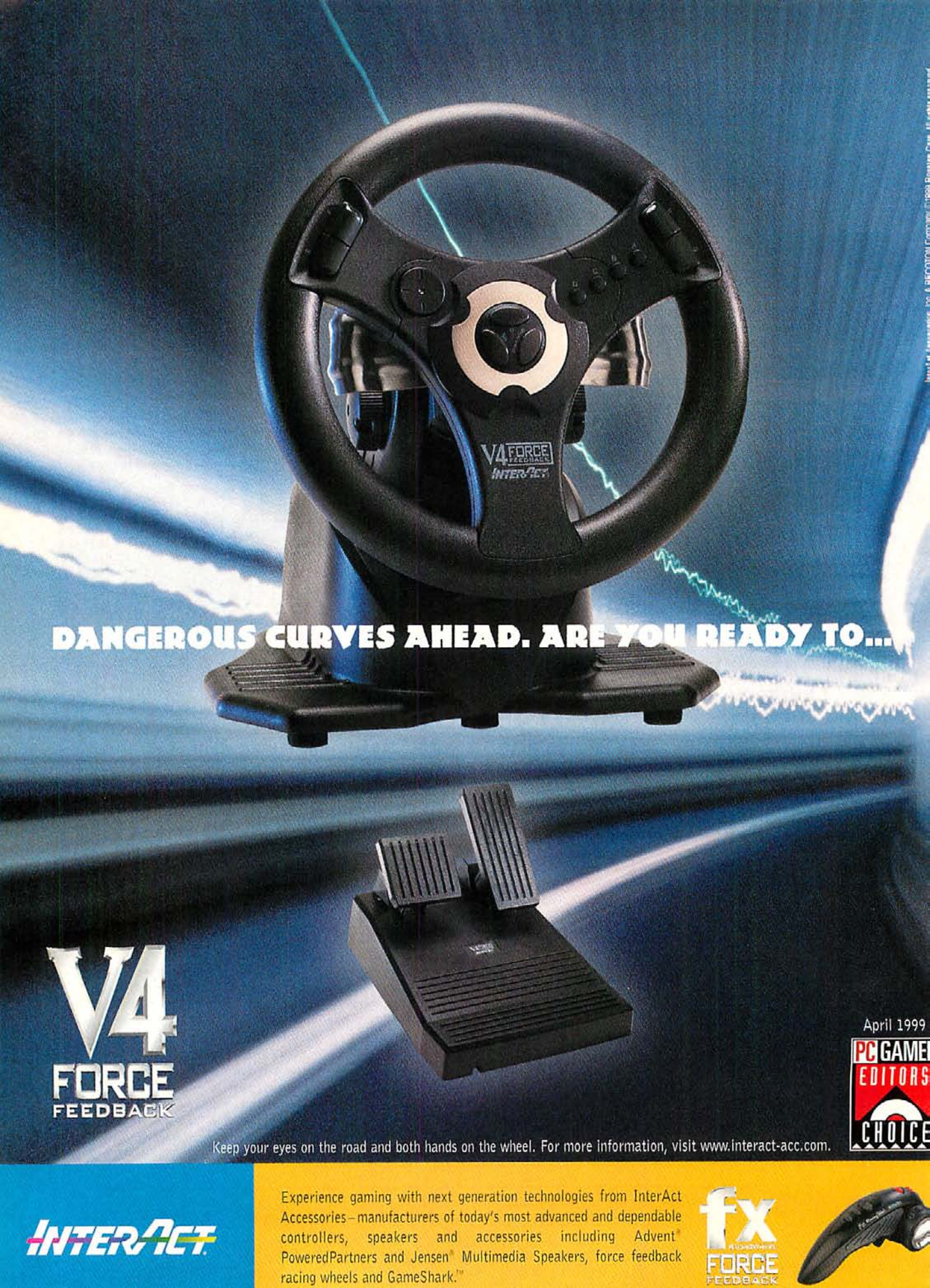
The stronghold has some powerful melee units but lacks any ranged strength for much of the game, mostly because the path to the cyclops is so expensive. This town has two very distinct building tracks. You can either climb up the tech tree and go for wolf riders, then rocs, and then behemoths or go for ranged units and the orc, then the ogre, and finally the cyclops. The stronghold's creatures have low hit points and defense, but you'll have high attack, so go on the offensive early. The town is also very weak in magic.

Tower

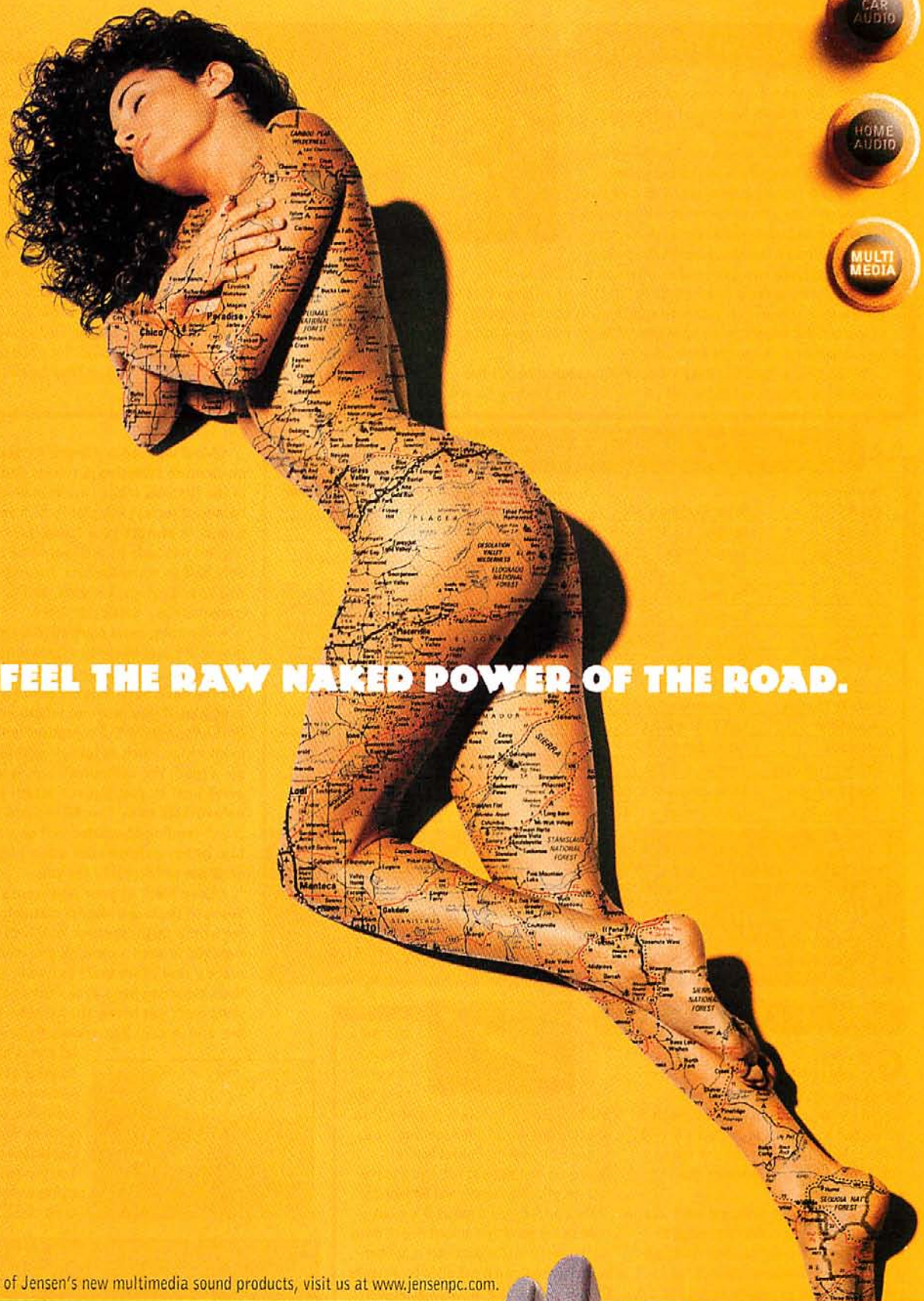
The tower is the most expensive town in terms of unit cost and building dependencies. The first two units (gremlin and gargoyle) are pretty weak, especially when you factor in the physical weakness of this town's heroes. However, the tower is very strong in magic. If you go with the tower, you need magic to bolster your troops, and you must go for the naga queens and titans as fast as possible. The town's creatures are all slow, which is yet another disadvantage in combat. CGW

ONLINE For more on winning HEROES OF MIGHT AND MAGIC III, visit GameSpot's www.gameguides.com and download the nearly 200-page HEROES III game guide.

See the Review 180 ISSUE • 4.5 STARS


DANGEROUS CURVES AHEAD. ARE YOU READY TO...
V4 FORCE FEEDBACK
April 1999
PC GAMER EDITORS CHOICE
Keep your eyes on the road and both hands on the wheel. For more information, visit www.interact-acc.com.
INTERACT
Experience gaming with next generation technologies from InterAct Accessories – manufacturers of today's most advanced and dependable controllers, speakers and accessories including Advent® PoweredPartners and Jensen® Multimedia Speakers, force feedback racing wheels and GameShark.™
fx
FORCE FEEDBACK

InterAct Accessories, Inc. A RECOTON Company. ©1999 Recoton Corp. All rights reserved.



For the bare facts of Jensen's new multimedia sound products, visit us at www.jensenpc.com.



JENSEN

CIVILIZATION: CALL TO POWER

Continued from Page 169

BARBARIANS AT THE GATE



Barbarians are the embodiment of chaos theory in CALL TO POWER. Here are a few ways to impose order on the madness:

1. You know those villages that you always sweat over entering, because you don't know whether they hold the promise of shiny new gold, a welcome technological advance, or the threat of a Barbarian horde? Wait to explore those close to your empire until you've built a city near them: A village within your city limits (the two-space radius) won't spawn a Barbarian.

2. A corollary to this is that the CALL TO POWER program doesn't like to give you the same village result within the same turn. So, consider exploring three to four outlying villages on the same turn. While you might get a Barbarian, you are almost certain to get a free advance.

3. Also, keep in mind that there's about a 50-50 chance that the free advance you discover will be the one you are already researching. So, you might take a chance and bump down your science output during this turn, until you see what gifts you get.

4. If a Barbarian should capture one of your cities, consider building a trade route to it before you recapture the city. You'll make money in the short term, and it's a good step toward a monopoly in many cases.

5. If a Barbarian is making progress against another empire, send a Spy or Cyber Ninja to shadow the Barbarian. If the Barbarian gets lucky and captures an enemy city, you can Incite Revolution and grab the city without starting a war with the former owner of that city. Your action will cause that nation to drop one happiness level toward you, but this negative effect is well worth it to gain a city. Also, this action does not cause any adverse effect on your reputation vis-à-vis other countries, besides the one on which you pulled this wicked trick.

SOLVING THE HAPPINESS PROBLEM

Improvement	Cost	Direct Happiness Effect	Indirect Happiness Effect
Capitol	Stone Working + 405	Slight Increase	Lowers Crime
Temple	Religion + 270	+2	N/A
Courthouse	Jurisprudence + 270	N/A	-50% Crime
Theater	Philosophy + 495	+1[1]	N/A
Coliseum	Engineering + 1,305	+2	N/A
Hospital	Medicine + 2,250	N/A	-3 Overcrowding
Cathedral	Perspective + 2,475	3[2]	N/A
Movie Palace	Electrification + 1,500	N/A	-100% War Discontent
Drug Store	Pharmaceuticals + 3,000	+3[3]	N/A
Security Monitor	AI Surveillance + 4,000	N/A	-50% Crime[4]
Aqua-Filter	Fuel Cells + 8,000	N/A	-5 Overcrowding
Arcologies	Arcologies + 5,000	N/A	-4 Overcrowding
House of Freezing	Cryonics + 5,000	0[5]	N/A
Mind Controller	Mind Control + 10,000	75[6]	Special Defense[7]
Body Exchange	Life Extension + 10,000	+3	N/A

Notes:

1 Doubles the effectiveness of Entertainers by providing a permanent venue.
2 +5 in a Theocracy because of boost in faith, +1 in Communism because religion is the opiate of the masses.
3 +25 Production units per turn because increased health means more reliable man hours.
4 -100 percent Pollution and +25 percent Production.
5 +5 Happiness in a Theocracy because citizens can "die" and have their taste of heaven and then come back to life.
6 Freezes Happiness Quotient at a very safe 75.
7 50 percent chance to prevent Convert City attack and 100 percent chance to prevent Capture Slaves attack.

WOLFPACK ATTACK



Given that Subs can be seen only by a handful of units (and Cities with Sonar Buoys), they can wreak havoc on your Aircraft Carriers and even your Battleships if left unchecked. The classic method is to seek them out with Destroyers and sink them with a combination of Destroyers and Aircraft.

So, what do you do when you want your Subs to send your opponent's tonnage to the bottom of the ocean? During World War II, the Germans developed the tactic of sending large groups of Subs, called Wolfpacks, to overwhelm unsuspecting prey. It's a little more difficult to manage this in CALL TO POWER, but the idea is still valid.

The best method we've found is to put together a Wolfpack of four or more Subs and hold them off a couple of spaces. Then, send out one or two other solo Subs to try to break through the "picket line" of Destroyers that's spread out, trying to protect the valuable Carriers and Battleships.

If the solo Subs get through, fine—but chances are good that at least one of them will be detected. The computer is not terribly disciplined, and it will often break up its Destroyer picket line to converge on your Sub and kill it. This generally opens up a hole for you to plunge through with your Wolfpack and head straight for the juicier enemy targets.

• Most units with Ranged Attacks are much more effective in the second row than in the first. So, make sure that you have a balanced force, with plenty of front line troops to protect your Ranged Attack units. A good example of this would be to have only half as many Archers, for example, as you have Legions, Samurai, and/or Phalanxes combined in a particular force.

• Normally, units controlled by a computer player are less likely to attack when they have less than a movement point remaining (if they have been moving down a road, for example). If you move to where your unit is at the far end of the computer unit's movement range (such as just alongside, but not on, a road) the computer's unit is likely to move next to you, but not attack you at unfavorable odds. This allows you to attack the defending computer unit on your next turn or to reinforce with other units if the odds are unfavorable for you.

• Keep track of your opponent's aircraft: Some of them are almost certainly operating at the farthest range of which they are capable. In such a case, all you have to do is place a row of Air units between them and their refueling base. When the enemy Air units can't get home, they crash—quick, simple, and deadly. Remember, there are no aerial zones of control, so your aerial blockade must consist of a solid line of aircraft, with no holes. When executing this tactic, Terry especially likes using obsolete aircraft. CGW



The complete CALL TO POWER guide has tips on how to conduct blitz attacks, set up mobile defenses, and carry out a Clerical or Televangelist agenda. It also dissects wonders, explains technology advances, and suggests the best times to switch governments. Besides, the guide confirms our suspicions that Terry and Johnny are secretly Ecoterrorists at heart.



the secret hides.
the truth consumes.

ōdi·um™

n. def. - hate coupled with disgust

In a time of chaos, in a city on the brink of destruction, only you can discover the truth.

An RPG / Strategy game. Coming this Fall.

TopWare INTERACTIVE

MONOLITH

METROPOLIS SOFTWARE HOUSE

www.lith.com

Odium and the "M" logo are trademarks of Monolith Productions, Inc.
Go to #139 @ www.computergaming.com/infolink

WWW.GAMESPOT.COM



WHERE GAMERS GO TO KNOW

Live from the show floor!

GameSpot's E3News.com is the ultimate guide to gaming's ultimate show. E3 1999 promises to be the best ever, and we will be there with more previews, more screen shots, and more insider buzz than ever before.

www.E3news.com

GAMESPOT

STRATEGY/WAR

Railroad Tycoon II



Here's a dirty tactic:
Lay a circle of track that crosses a competitor's layout as much as possible, build a dummy station with a roundhouse and water towers, and then run a train with the maximum number of cars. Run two trains, if you like, in order to thoroughly clog the opposition's rail net.

Keep in mind,
especially on longer runs, that if your train's oil level is one notch above empty, the chance for a breakdown *doubles*.

Never underestimate
the economic power of renewable resources: A well-placed cluster of cattle yards will produce enormous quantities of milk and moolah. —*Sam Baker*

Heroes of Might and Magic III





During play, press Tab and then enter any of the following:

Code	Effect
nwcantioch	all siege weapons
nwcavertingoureyes	all structures
nwccastleanthrax	maximum luck
nwccoconuts	unlimited movement
nwcgeneraldirection	entire map is revealed
nwcmuchrejoycing	maximum morale
nwcshrubbery	+100 all resources and +10,000 gold

West Front

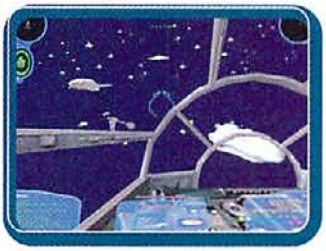


In scenarios
where you exit units off the map, you should resist the urge to slaughter the enemy and hold all victory hexes. Try grabbing one or two hexes close to the exit and letting the enemy batter himself against your rear guard while you hustle the bulk of your force off the battlefield. Empty trucks are fine candidates for cheap victory points.

Air strikes
generally don't come when you need them, and it's almost guaranteed that they won't hit the targets you specify. So, rather than whine about it, point the flyboys in the general direction of a target-rich environment and let them have some fun. —*Jim Cobb*

SIMULATIONS/SPACE

X-Wing Alliance





Type imacheater to activate cheat mode, then enter any of the following:

Code	Effect
ewoksrule	invulnerable
masteryoda	unlimited ammo
killmenow	lose the level
thetasteofvictory	win the level
hypermeto##	warp to different level, where ## is the number of the level

ADVENTURE/RPG

EverQuest



In early-level play, never go into combat without first *considering* your opponent: Either select /Cons or right-click on the targeted enemy. Opponents that show up as blue are easy targets, but they still give you needed experience. Opponents with colors below blue on the scale, like black or green, aren't worth your time. While you can try your luck with yellow enemies, you should get another party member to help you. Finally, never fight an enemy that shows up as either white or red, unless you have an army with you—or you're feeling suicidal. —*Thierry Nguyen*

ACTION

Army Men 2



Enter message mode by pressing \ and then type !when all else fails... (including the ...) to enable cheat mode. Finally, enter one of the codes below to activate a cheat.

Code	Item Gained
!acme discs	land mines
!aluminum foil	flak jacket
!beautiful nikita	infinite sniper rifle
!fourth of july	M-80
!god of gamblers	random item, sometimes infinite
!geronimo!	12 free air strikes
!gnomish inventions	explosives
!i have a rock	infinite hand grenades
!no rocket launcher	infinite rocket launcher
!paper dolls	paratroopers
!roach spray	infinite aerosol spray
!ruby ray	infinite magnifying glass
!village people	infinite flamethrower

COMPUTER GAMING WORLD

The #1 PC Game Magazine



MAIL ORDER MALL

Save Time and Money Ordering Games by Phone!

Local Stores don't always have the games you're looking for or the expert advice you need. Take a few minutes to browse the next few pages and shop with the courteous, experienced salespeople in Computer Gaming World's Mail Order Mall!

"THE GREY"

ntel Pentium Celeron 400MHz
ligh-Performance Heatsink/Fan Cooling System
ntel 440BX Motherboard w/512K Cache
4MB SDRAM (PC-100)
loppy Drive 1.44MB
.4GB Ultra DMA Hard Drive
DFX Voodoo III w/16MB TV-Out 2X AGP
ureal Vortex II Super-Quad Sound Card
reative Labs SB20 Speaker System
0X CD-ROM Player
TX Mid-Tower Case w/235 Watt Power Supply
04-Enhanced Keyboard
licrosoft Intellimouse PS/2
.90 56K Fax/Modem
licrosoft Windows '98 Operating System
ree installation & configuration of
avorite games & latest drivers

PRICE: $899.00

"THE HIVE-MIND"

ntel Pentium III 500MHz SSE Processor
ligh-Performance Dual Heatsink/Fan Cooling
ntel 440BX Motherboard w/512K Cache
28MB SDRAM (PC-100)
loppy Drive 1.44MB
BM Deskstar 14GXP 14.4GB (7200 RPM)
NEW* Nvidia TNT2 Ultra w/32MB TV-Out 4X AGP
ureal Vortex II Super-Quad Sound Card
ambridge 4-Point Speaker/Subwoofer System
0X CD-ROM Player
TX Full-Tower Case w/300 Watt Power Supply
KoolMaxx) Video Cooling System
04-Enhanced Keyboard
licrosoft Intellimouse PS/2
S Robotics V.90 56K Fax/Modem
licrosoft Sidewinder Precision Pro
licrosoft Windows '98 Operating System
ree installation & configuration of
avorite games & latest drivers

PRICE: $2,199.00

"THE AREA51"

ntel Pentium III 550MHz SSE Processor
ligh-Performance Dual Heatsink/Fan Cooling
ntel 440BX Motherboard w/512K Cache
56MB SDRAM (PC-100)
loppy Drive 1.44MB
BM Deskstar 22GXP 22GB (7200 RPM)
romise Ultra66 IDE Controller
NEW* Nvidia TNT2 Ultra w/32MB TV-Out 4X AGP
DFX Voodoo III w/16MB TV-Out PCI
ureal Vortex II Super-Quad Sound Card
ambridge 5.1Desktop Theater (Dolby-Digital)
peaker/Subwoofer System
X DVD Player 3rd Generation
NEW* Iomega Internal ZIP Drive 250MB
TX Full-Tower Case w/300 Watt Power Supply
KoolMaxx) Video Cooling System
04-Enhanced Keyboard
licrosoft Intellimouse PS/2
S Robotics V.90 56K Fax/Modem
licrosoft Sidewinder Precision Pro
licrosoft Sidewinder Gamepad
licrosoft Windows '98 Operating System
ree installation & configuration of
avorite games & latest drivers

PRICE: $3,499.00

MONITORS

7" Viewsonic V73 .26dp add:	$295.00
7" Viewsonic G73 .26dp add:	$325.00
9" Viewsonic V95 .26dp add:	$485.00
9" Viewsonic PS790 .25dp add:	$575.00
1" Viewsonic P810 .25dp add:	$950.00
1" Viewsonic P815 .25dp add:	$1075.00

NOW FEATURING TNT2 AND VOODOO 3 IN THE SAME SYSTEM, AT THE SAME TIME. USING OUR EXCLUSIVE TECHNOLOGY

ALIENWARE

The Ultimate Gaming Machines

www.alienware.com

FREE ONLINE GAMING, NEWS, AND REVIEWS AT "THE HIVE"



Now bunding GameSpy
WWW.GAMESPY.COM

"AWARD-WINNING GAMING SYSTEMS"

All major credit cards accepted
13398 Southwest 128th Street Miami, Florida 33186

TOLL FREE: (800) 494-3382

opyright©1999 Alienware PC Systems. All rights reserved. Product names in this publication are trademarks of their spective companies. Prices & specifications may be changed without notice; prices do not include shipping and handling d any applicable taxes. Product names of Alienware PC Systems are trademarks or registered trademarks of Alienware C Systems. Alienware PC Systems is not responsible for omissions or errors in typography or photography.

CHIPS & BITS INC.

POB 234 DEPT 11154
ROCHESTER, VT 05767
INT'L 802-767-3033 FAX 802-767-3382

Huge Selection

Great Prices

'STAR WARS EPISODE 1: THE PHANTOM MENACE' Luke's father is a 9-year-old boy, Anakin, who doesn't know of his fate as a Dark Lord. Your mission: Take on the roles of a young Obi-Wan Kenobi, Jedi Master Qui-Gon Jinn, Queen Amidala and Captain Panaka. Solve dozens of puzzles. Weapons include light-sabers, droid stunners, blasters & Force Push powers. Battle hordes of enemies including destroyer droids, mercenaries and the evil Darth Maul.



Lucas Arts(Arcade)
Release: 5/99 PC CD
$48.99 PSX-$46.99

'RACER' Experience the adrenaline-pumping excitement of the Podracing sequence from Star Wars: Episode I. Take the controls as Jedi-to-be Anakin Skywalker, or any one of over 20 Podracers.



$48.99 N64-$62.99

'SU-27: FLANKER 2.0' Previously classified Russian satellite imagery is used to generate a 3D world with texture-mapped terrain. Boasting a dynamic mission editor, Flanker 2.0 provides users with a feeling of total immersion in a realistic and accurate theater of operations environment. Engage in 16-player network battles via a LAN, or 2-player head-to-head fights over the Internet!



Mindscape/SSI(Simulation)
Release: 5/99 PC CD
$49.99

'FLY!' Choose from 1 of 5 prop or jet aircraft. Time-of-day & passage of time, global flight area, worldwide elevation terrain model, & true satellite imagery. Realistic cockpit & avionics systems, GPS navigation, & air traffic. Built-in GPS navigation systems for each aircraft allow instant & accurate navigation at any time, anywhere in the world. Multiplayer internet support.



GOD (Simulation)
Release: 6/99 PC CD
$46.99

'HEAVY GEAR 2' New 3-D hardware-only engine enables you to experience a new level of lightning fast combat action, as well as indoor battles, realistic physics, & photo-realistic terrain & graphics. Battlefields are set on multiple planets and include swamps, grasslands, volcanic areas, arctic zones, & urban base sites. New mission design allows complex squad commands.



Activision (Action)
Release: 7/99 PC CD
$39.99

'FINAL FANTASY VIII' Through an intricate balance of story, graphics, and sound, the creators of Final Fantasy express their thoughts and feelings in a story brought to life through high quality graphics and elegantly composed sound and music. Characters gain combat experience points even if they turn and flee from battle.



Squaresoft (Roleplaying)
Release: 8/99 PSX
$59.99

'QUAKE II' Quake was just foreplay. Now comes Quake II. Includes larger, mission based levels, superior artificial intelligence, and wicked multiplayer capabilities. Experience smoother 16 bit graphics and real-time lighting effects.



Activision (Shooter)
Release: 6/99
PSX $44.99
N64 $56.99

COMPUTER GAMES: SIMULATION

Title	Release	Price
1943 Euro Air War	11/98	$39.99
3D Ultra RC Racing	10/99	$38.99
A-10 Warthog	07/99	$46.99
AMA Superbike	04/99	$39.99
Anarchy	03/99	$41.99
Apache Havoc	04/99	$39.99
Apollo 18	03/99	$35.99
Babylon 5 Space Combat	09/99	$48.99
Confirmed Kill	09/99	$39.99
Curse You! Red Baron	06/99	$19.99
Desert Fighters	10/99	$44.99
Extreme G2	02/99	$28.99
F1 '98	05/99	$35.99
F-16 Agressor	04/99	$46.99
F-22 Lightning 3	05/99	$39.99
Falcon 4.0 w. Binder	12/98	$39.99
Falcon 4.0: MiG 29	06/99	$32.99
Flight Combat: Thndr Europe	09/99	$46.99
Flight Unlimited 3	10/99	$45.99
FLY!	06/99	$46.99
Gunship 3	09/99	$48.99
Independence War Dlx	06/99	$37.99
Inertia	04/99	$43.99
Interceptor	03/99	$26.99
Jane's USAF	09/99	$44.99
Jeff Gordon Racing	05/99	$44.99
Jet Warrior-Vietnam	06/99	$44.99
Ka-52 Team Alligator	12/99	$44.99
LeMans 24 Hours	06/99	$37.99
Mars Maniacs	06/99	$36.99
MechWarrior 3	06/99	$49.99
Mig Alley	08/99	$39.99
Monaco Grand Prix Rcg 2	05/99	$43.99
Motorhead	03/99	$21.99
MS Combat Flight Sim	11/98	$48.99
MS Combat FS: Cbt Plt 1	02/99	$24.99
MS Flight Sim 2000	09/99	$48.99
MS Flight Sim 98	09/97	$52.99
MS FS 98 Afrcn Safri	02/99	$25.99
MS FS 98 Air Races	04/99	$18.99
MS FS 98 Airbus 2000	03/99	$29.99
MS FS 98 CoPilot 2	03/99	$29.99
MS FS 98 Flight Bag	05/99	$29.99
MS FS 98 FSGlobal Scnry	03/99	$29.99
MS FS 98 Insnt Airpln Mkr	02/99	$26.99
MS FS 98: RAF	01/99	$26.99
Nations Fighter Command	06/99	$35.99
Need for Speed 4	06/99	$42.99
Newman-Haas Racing 2	05/99	$35.99
NHRA Drag Racing	02/99	$34.99
Official Formula One Racing	05/99	$19.99
Panzer Elite	05/99	$39.99
Pro Pilot 2000	08/99	$44.99
R/C Pilot	02/99	$99.99
RC Stunt Copter	06/99	$37.99
Redline	03/99	$39.99
ReVolt	08/99	$38.99
Rush 2	03/99	$43.99
S.G.P.	02/99	$39.99
Screamin Demon Europe	03/99	$44.99
Sierra Pro Pilot 99	11/98	$39.95
Silent Hunter 2	09/99	$46.95
Skydive!	06/99	$18.95
Spearhead Exp Pack	06/99	$22.95
SS NASCAR Legends	10/99	$38.95
Starsiege	03/99	$29.95
SU-27 Flanker 2	05/99	$49.95
SU-27 Flnkr 2 Add-On	09/99	$29.99
Super Hornet 2000	05/99	$46.95
Superbike World Champ	03/99	$44.95
Tanktics	06/99	$33.95
V-Rally	09/99	$44.99
World War	09/99	$44.99
WW II Fighters	11/98	$39.99
Xenocracy	02/99	$39.99
X-Wing Alliance	03/99	$45.99

COMPUTER GAMES: HARDWARE

Controllers

CH F16 Fighterstick	11/96	$84.99
CH F16 Flightstick	11/95	$34.99
CH Flight Sim Yoke USB	03/99	$94.99
CH Jane's Combt Stck	07/97	$68.99
CH Joystick Switchbox	12/97	$23.99
CH Pro Throttle	03/96	$84.99
Gravis Xtrmntr Gme Pd	07/98	$43.99
Gravs PC Gm Pd Pro USB	03/99	$29.99
Ltech WingMan Frce Jstk	10/98	$94.99
Ltech WM Form Frc Whl	01/99	$139.99
Mad Catz Panther	01/98	$29.99
MS Sidewinder FF Pro	09/97	$129.99
MS SideWinder FF Whl	10/98	$169.99
MS SideWinder Zulu Pad	04/99	$59.99
MS SWndr Prec Pro USB	08/98	$62.99
PDPI L4 Dig Game Card	12/98	$49.99
Quickshot Mstr Plt Val	03/98	$59.99
Quickshot MstrPlt Prog	04/98	$25.99
Saitek Cybrg 3D Jstk USB	12/98	$55.99
Saitek R4 Frc Fdbk Wl	11/98	$169.99
Saitek X-36 Cont Sys	05/98	$107.99
TM Attack Throttle	04/98	$49.99
TM Elite Ruddr Pedals	03/98	$65.99
TM F22 Pro	10/96	$129.99
TM Nscr Frc GT Rcg Whl	12/98	$149.99
TM Nscr Pro Dig Rcg Whl	12/99	$89.99
TM Nscr Spr Sprt Rcng Wl	12/98	$69.99
TM Nscr Sprint Rcng Whl	09/98	$53.99
TM Top Gun Platinum	02/99	$25.99

Sound Cards & Video Cards

3Dfx Voodoo3 3000 AGP	04/99	$174.99
3Dfx Voodoo3 3500	04/99	$244.95
Crtv 3D Blstr Savge4 32	05/99	$129.99
Diamond Viper V770	05/99	$229.95
Dmd Stealth III S540	05/99	$109.95
S3 Savage4 PRO 32	04/99	$199.99
Sound Blaster LIVE! Value	10/98	$89.99
VideoLogic Neon 250	06/99	$199.99
Xtel Strm Pitm Gmr Pk	04/99	$89.99

COMPUTER GAMES: ACTION

Alien Vs Predator	05/99	$48.99
Battlezone	03/98	$24.99
Battlezone 2	07/99	$48.99
Battlezone: Red Odyssey	04/99	$24.99
Daikatana	09/99	$39.99
Delta Force	10/98	$33.99
Descent 3	05/99	$39.99
Descent Freespace	06/98	$37.99
Descent: Freespace 2	11/99	$44.99
Drakan	06/99	$39.99
Duke Nukem Forever	09/99	$48.99
Guardians of Darkness	06/99	$44.99
Half Life	11/98	$34.99
Half Life: Opposing Frc	05/99	$29.99
Half Life: Tm Fortress 2	10/99	$29.99
Heavy Gear 2	06/99	$44.99
Interstate 82	06/99	$45.99
Kingpin: Life Crime	06/99	$44.99
Max Payne	11/99	$46.99
Messiah	09/99	$48.99
Midtown Madness	06/99	$44.99
Mortyr	05/99	$37.99
Oni	09/99	$44.99
Quake 2	12/97	$36.99
Quake 3 Arena	09/99	$48.99
Rainbow Six	08/98	$29.99
Requiem	04/99	$39.99
SHOGO: Legacy of Fallen	09/99	$26.99
SHOGO: Mobile Armr Div	10/98	$29.99
Starsiege: Tribes	12/98	$29.99
Str Trk: Klngon Acadmy	09/99	$48.99
System Shock 2	06/99	$45.99
Thief: The Dark Prjct	12/98	$29.99
Tomb Raider 3	11/98	$29.99
Unreal	06/98	$28.99
Unreal 2	10/99	$44.99
Unreal Level Pack	06/99	$24.99
Unreal Mega Pak	04/99	$47.99
Unreal Tournament	06/99	$36.99
Urban Assault Add-On	09/99	$24.99
X: Beyond the Frontier	06/99	$44.99
X-Com Alliance	07/99	$47.99

COMPUTER GAMES: ADVENTURE

20,000 Leagues	09/99	$38.99
Asghan: The Dragon Slyr	03/99	$39.99
Badlands	09/99	$48.99
Dark Half	02/99	$44.99
Dead Unity	02/99	$45.99
Dukes of Hazzard	01/00	$29.99
Gabriel Knight 3	08/99	$48.99
Gorky 17	09/99	$44.99
Gruesome Castle	03/99	$47.99
Hype: Time Quest	03/99	$39.99
Indy Jones Infrnl Mchne	09/99	$48.99
Inherent Evil 2	06/99	$19.99
Jack Orlando	06/99	$43.99
KQ8:Mask of Eternity	12/98	$29.99
Lander	03/99	$24.99
Liath	06/99	$39.99
Long Journey	06/99	$39.99
Mechosoma	03/99	$44.99
Myst Collector's Ed	08/99	$42.99
Nocturne	09/99	$46.99
Omikron: Nomad Soul	09/99	$39.99
Outcast	09/99	$45.95
Patriot Games	02/99	$48.95
Pharoah	09/99	$45.95
Prince of Persia 3D	08/99	$48.95
Queen: The Eye	09/99	$36.95
Quest for Glory 5	12/98	$29.99
Quest Glory 5: Exp Pk	08/99	$29.99
REAH	03/99	$35.99
Real Neverending Story	05/99	$42.99
Return to Krondor	12/98	$29.99
Shadow Man	06/99	$38.95
Siege of Stormhaven	04/99	$48.95
SoulBringer	09/99	$47.95
Symbiocom	03/99	$19.99
Tender Loving Care	04/99	$24.99
Tomorrow Never Dies	09/00	$48.95
Tonic Trouble	03/99	$34.99
Venice Under Glass	03/00	$28.99
Wheel of Time	07/99	$44.99
Wild Wild West	11/99	$42.99
Zero Critical	03/99	$19.95

COMPUTER GAMES: SPORTS

3D Ultra Pool	07/99	$39.99
Brnswck Frst Strk Bwl	06/99	$39.99
Brnswk Pro Pool 3D 2	06/99	$19.99
Championship Mgr 3	05/99	$39.99
Deer Avenger 2	07/99	$24.99
F & Stream Trophy Buck	04/99	$39.99
Football Mogul	03/99	$18.99
Formula 1 Wrld GP	05/99	$19.99
High Heat Bseball 2K	04/99	$28.99
Int'l Rally Champnshp	06/99	$39.99
Links Extreme	05/99	$25.99
MS Football 2000	08/99	$44.99
MS World Champ Soccr	05/99	$44.99
Nascar Racing 3	09/99	$47.99
NASCAR Road Racing	06/99	$18.99
PBA Bowling 2	10/99	$35.99
PGA Championship Golf	05/99	$26.99
Profssnl Bull Riders	09/99	$24.99
Rcky Mtn Trphy Hntr 2	05/99	$18.99
Senior PGA Tour Golf	03/99	$19.99
Sports Car GT	04/99	$37.99
TNN Extreme Drag Racing	06/99	$19.99
Trans-Am Racing 68-72	06/99	$42.99
Triple Play 2000	04/99	$39.99

PC:BUNDLES

Aquazone 2 Deluxe	06/99	$24.95
Archives 4	03/99	$39.95
Battlegd: Coll 1 or 2 ea	01/99	$37.95
Bizzrd Game Year Cllctn	02/99	$39.99
Deer Hnt 2 Ext Ssn Comp	05/99	$18.99
Forgottn Rlms Arcvs 2	05/99	$29.95
Grand Thett Auto wExp	04/99	$34.95
Hasbro Family Game Pck	03/99	$24.95
Hasbro Strategy Game Pk	02/99	$39.95
Journeyman Prjct Trlgy	06/99	$38.95
Op Art War: Elite Ed	05/99	$44.95
Panz Cmmdr/Panz Gen 2	02/99	$37.95
Quake 2 Bndl-The Offrng	02/99	$47.99
Quake Quad Damage	03/99	$49.95
Starcraft Bttl Chest	12/98	$49.95
Starsiege Battle Chest	11/99	$59.95
Tot Annihiltn Comm Pk	11/98	$46.95
Ultimate WW2 Gme Cllctn	02/99	$38.95
West Front: Elite Editn	07/99	$44.95

HINT BOOKS

Alien Vs Predator	05/99	$17.99
Baldur's Gate	01/99	$17.99
Braveheart	07/99	$16.99
C&C 2	06/99	$17.99
C&C 2: Tiberian Sun UG	07/99	$17.99
Daikatana	08/99	$16.99
Daikatana Auth Strat	09/99	$17.99
Descent 3	05/99	$17.99
Dungeon Keeper 2	06/99	$17.99
EverQuest Off Guide	04/99	$16.99
Gabriel Knight 3	08/99	$16.99
Gungan Frontier	05/99	$12.99
Half Life: Tm Fortress 2	09/99	$17.99
Heroes M&M 3	03/99	$17.99
Homeworld	06/99	$16.99
Interstate 82	06/99	$17.99
Lands of Lore 3	03/99	$17.99
Mechwarrior 3	06/99	$16.99
Might & Magic 7	05/99	$17.99
Phantom Menace	05/99	$12.99
Racer	06/99	$12.99
Star Trek Birth Fed	05/99	$17.99
Total Annhiltn Kingdoms	07/99	$17.99
Total Annhiltn Kngdm OSG	06/99	$17.99
Total Annihilation 2	11/99	$17.99
X-Com Alliance	07/99	$17.99
X-Wing Alliance	05/99	$16.99

SONY PLAYSTATION

Ace Combat 3	08/99	$46.99
Ape Escape	08/99	$44.99
Army Men	03/99	$42.99
Carmageddon 2	06/99	$42.99
Castrol Honda Superbike	05/99	$39.99
Civilization 2	01/99	$39.99
Crusaders Might Magic	07/99	$46.99
Ehrgeiz	05/99	$39.99
Fighter Maker	06/99	$46.99
Gauntlet Legends	05/99	$42.99
Gran Turismo 2	08/99	$44.99
Grand Theft Auto London	06/99	$32.99
Guardian's Crusade	02/99	$42.99
Gunship	06/99	$42.99
Jade Cocoon	07/99	$49.99
Jurassic Park:Warpath	09/99	$44.99
Kagero:Deception 2	10/98	$46.99
Knockout Kings 2000	10/99	$44.99
Legacy Kain Soul Reavr	05/99	$46.99
Legend of Legaia	03/99	$42.99
Lunar Silver Star Story	05/99	$59.99
MLB Pennant Race 2000	04/99	$44.99
Madden Football 99	09/98	$42.99
MarvelSprHero Vs. SF	03/99	$44.99
Metal Gear Solid	10/98	$49.99
Mort Kombat Spec Forces	10/99	$48.99
NASCAR 99	09/98	$42.99
NBA Shootout 2000	09/99	$44.99
NHL Hockey 99	09/98	$44.99
Need for Speed 4	04/99	$42.99
PSX Dual Analog Contr	05/98	$29.99
PSX System	06/98	$139.99
Parasite Eve 2	08/99	$49.99
Point Blank 2 w/Gun	05/99	$56.99
Populous 3	04/99	$39.99
R4:Ridge Racer Type4	05/99	$44.99
Rampage Universal Tour	04/99	$42.99
Ready 2 Rumble Boxing	09/99	$46.99
SaGa Frontier 2	06/99	$49.99
Streetfighter Alpha 3	05/99	$41.99
Suikoden 2	07/99	$48.99
Super Cross 2000	05/99	$46.99
Tomorrow Never Dies	08/99	$46.99
Triple Play 2000	03/99	$42.99
Warzone 2100	04/99	$46.99

NINTENDO 64

Army Men:Sarge's Heroes	07/99	$64.99
Beetle Adv. Racing	03/99	$54.99
Command & Conquer	06/99	$54.99
Duke Nukem Zero Hour	05/99	$54.99
F1 World Grand Prix 2	07/99	$54.99
Ken Griffey BB 2	05/99	$54.99
Legend of Zelda	11/98	$49.99
Mario Party	02/99	$54.99
Mort. Kombat Spec Force	09/99	$64.99
N64 System Purple	11/98	$139.99
NFL Blitz 2000	09/99	$64.99
Pokemon Snap	07/99	$54.99
Smash Brothers	04/99	$54.99
Star Wars Racer	05/99	$62.99
WCW Mayhem	09/99	$64.99

©1999 CHIPS & BITS, INC.

New Releases

Order Online

www.chipsbits.com or call 1-800-699-4263

Source Code 11154

COMPUTER GAMES: STRATEGY

Title	Release	Price	Title	Release	Price	Title	Release	Price	Title	Release	Price
Age Empires Finl Conqst	07/98	$18.99	Dark Reign 2	09/99	$48.99	Legend of the Five Rings	12/99	$42.99	SimSafari	03/98	$19.99
Age of Empires	10/97	$29.99	Dark Reign MP 1	04/98	$19.99	LEGO Rock Raiders	09/99	$42.99	Soldiers at War	05/98	$27.99
Age of Empires 2	09/99	$48.99	Dark Reign MP 2	07/98	$26.99	Lords of Magic	12/97	$34.99	Star Trek Birth Fed	05/99	$44.99
Age of Empires Gold Ed	03/99	$37.99	Deadlock 2	03/98	$19.99	Lords of Magic SE	11/98	$39.99	Star Trek: New Worlds	11/99	$46.99
Age of Emprs Cnqst Ages	10/98	$26.99	Dominant Species	10/98	$29.99	Magic & Mayhem	04/99	$44.99	Star Trk Starflt Comm	11/99	$48.99
Age of Emprs Rise Rme	11/98	$24.99	Dominion Storm	06/98	$19.99	Majesty	05/99	$48.99	Starcraft	04/98	$34.99
Age of Wonders	06/99	$46.99	Dune 2000	09/98	$19.99	Malkari	04/99	$37.99	Starcraft Brood Wars	12/98	$24.99
Airline Tycoon	04/99	$39.99	Dungeon Keeper 2	06/99	$39.99	MAX 2	06/98	$25.99	Starcraft Insurrection	08/98	$26.99
Alpha Centauri	02/99	$39.99	Dungeon Keeper Gold	04/98	$19.99	MechCommander	07/98	$28.99	Starcraft Retribution	01/99	$19.99
Ancnt Cnqst: Gldn Fice	05/99	$34.99	Earth 2140	10/97	$14.99	MechCommander 2	10/99	$48.99	Stars Twinpack	06/98	$27.99
Armored Moon	02/98	$26.99	Earth 2150	09/99	$44.99	MechCommndr Exp Pck	05/99	$29.99	Starship Diplomacy	10/99	$48.99
Army Men	05/98	$26.99	Emergency	09/98	$19.99	Missn Frc:Cybrstrm 2	06/98	$36.99	Stellar Frontier	08/99	$44.99
Army Men 2	03/99	$29.99	Emergency Room 2	03/99	$29.99	Monopolization	09/99	$37.99	Submarine Titans	10/99	$39.99
Axis & Allies	09/98	$39.99	Empire of the Ants	02/99	$42.99	MTG Duels of Planeswlkr	02/98	$18.99	SWAT 2	07/98	$29.99
Battlecrser 3000 AD V2	12/98	$17.99	Entrepreneur	10/97	$38.99	Myth	11/97	$14.99	SWAT 3D	12/99	$47.99
Battlecruiser 3020 AD	06/99	$44.99	Entrepreneur Corp Exp	04/99	$24.99	Myth 2 v1.1	01/99	$39.99	The Sims	09/99	$39.99
Braveheart	08/99	$34.99	Evolution	01/98	$29.99	Netstorm	11/97	$19.99	Total Annhiltn Kingdoms	05/99	$42.99
C&C 2: Tiberian Sun	06/99	$49.99	Extreme Tactics	10/98	$48.99	Pax Imperia 2	11/97	$26.99	Total Annihilation 2	03/99	$48.99
C&C Gold Bundle	11/98	$19.99	Final Countdown	04/99	$44.99	Politika	11/97	$18.99	Total Annihn Cr Ctgcy	04/98	$19.99
C&C Red Alert Arsnl	12/98	$26.99	Fleet Command	05/99	$48.99	Populous 3	11/98	$29.99	Totl Annhiltn Bttl Tctcs	08/98	$19.99
C&C Sole Survivor Online	12/97	$25.99	Force 21	07/99	$45.99	Profitania Deluxe	03/99	$29.99	Tribal Rage	06/98	$34.99
C&C Worldwide Warfre	12/98	$43.99	Force Commander	11/99	$49.99	Railroad Tycoon 2	11/98	$39.99	Uprising 2	12/98	$21.99
Caesar 3	10/98	$29.99	FreeLancer	12/99	$48.99	Rebellion	03/98	$28.99	Wall Street Tycoon	09/99	$37.99
Caesar 3 Exp Pck	10/99	$24.99	Galilean Conflict	02/99	$35.99	Rebellion W/ Strat Gde	01/99	$46.99	WallStreet Trader 99	12/98	$39.99
Civ 2 Fantasy Worlds	11/97	$19.99	Gangsters	12/98	$29.99	Rival Realms	07/99	$42.99	War of the Worlds	01/99	$29.99
Civ 2 Multiplayer Gold Ed	12/98	$24.99	Global Domination	11/98	$39.99	RoboRumble	12/98	$26.99	WarBreeds	03/98	$19.99
Civ 2 Test of Time	06/99	$48.99	Heroes M&M 2 Gold	12/98	$18.99	Roller Coaster Tycoon	03/99	$27.99	Warcraft 2 Platinum	09/99	$39.99
Civilztn Call to Powr	04/99	$39.99	Heroes of M & M 3	03/99	$39.99	RR Tycn 2: 2nd Century	04/99	$28.99	Wargames	07/98	$39.99
Cmmndos:Bynd Call Duty	04/99	$19.99	Hollywood Mogul v2.5	12/97	$29.99	Sentinel Returns	10/98	$26.99	Wargasm	01/99	$29.99
Colonization W95	02/99	$19.99	Homeworld	06/99	$48.99	Settlers 3	11/98	$27.99	Warhmmr 40K Chs Gate	11/98	$44.99
Commandos	09/98	$29.99	Imperialism 2	04/99	$39.99	Settlers 3 Mission	04/99	$18.99	Warlords 4	11/99	$48.99
Conquest	09/99	$46.99	Imperium Galactica 2	09/99	$38.99	Seven Kingdms Anc Adv	06/98	$34.99	Warlords Battlecry	09/99	$44.99
Conquest New World 2	11/99	$48.99	Incubation	10/97	$38.99	Seven Kingdoms	12/97	$35.99	Warlrds 3 Drk Lrd Rsg	08/98	$37.99
Conquest: Frntr Wars	06/99	$48.99	Incubation:Wilderness	05/98	$19.99	Seven Kingdoms 2	09/99	$39.99	WarTorn	06/99	$44.99
Creatures 2	09/98	$35.99	Industry Giant	04/98	$36.99	Shadow Company	05/99	$42.99	Warwind 2	11/97	$19.99
Creatures 2 Deluxe	03/99	$28.99	Jakkal: Flesh+Bones	01/99	$39.99	Shadowpact	11/99	$43.99	Warzone 2100	04/99	$29.99
Creatures 3	10/99	$37.99	KKND 2	10/98	$34.99	Shattered Light	07/99	$39.99	Worldcraft Pro	02/99	$39.99
Creatures Life Kit 1	01/98	$14.99	KKND Extreme	10/97	$19.99	SimCity 3000	01/99	$39.99	Worms 2	01/98	$18.99
Cutthroats	09/99	$39.99	Knights & Merchants	10/98	$39.99	SimMars	09/99	$44.99	Yoot's Tower	05/99	$35.99

COMPUTER GAMES: WAR

101st Airborne Normandy	10/98	$19.99	Oper Art War Exp Pk 1	02/99	$19.99	AD&D Players Handbook	02/95	$28.99	Ace In the Hole	10/97	$29.99
Armored Task Force	03/99	$39.99	Oper Art War Exp Pk 2	09/99	$22.99	AD&D TSR Jam 99	04/99	$10.99	Aladdin & City of Sin	04/98	$29.99
Battle of Britain	03/99	$44.99	Oprtn Art War 2 Mdn Wr	04/99	$44.99	Alternity Gamemaster Guide	05/98	$24.99	Arabian Nights	03/98	$39.99
Battlgrnd 9: Chickmgua	01/99	$44.99	Pacific Battles	08/99	$39.99	Ars Magica	08/95	$25.99	Busty Babes 4	11/95	$36.99
Bombing the Reich	11/99	$55.99	Panzer Gen 3: Assault	09/99	$44.99	Conspiracy X	09/96	$22.99	Cabin Fever	07/97	$39.99
Civil War Generals 3	10/99	$48.99	Panzer General 2 w/Gde	03/99	$18.99	Cyberpunk 2020	05/95	$17.99	Catchin' Kylie	09/98	$39.99
Close Combat 3	01/99	$48.99	People's General	09/98	$29.99	Deadlands Rulebook	10/97	$27.99	Days of Oblivion	11/98	$49.99
Cmpgns Amer Civil War	10/99	$55.99	Point of Attack 2	04/99	$29.99	Dragonlance 5th Age	09/96	$21.99	Diva X Taylor	08/98	$29.99
Combat Command 2	09/99	$29.99	Red Thndr:Vctry in East 1	04/99	$35.99	Dune	06/99	$25.99	Girlfriend Donna	12/96	$39.99
Combat Mission	06/99	$45.99	Road to Moscow	09/99	$44.99	Earthdawn	06/95	$17.99	Just Jeanna	07/98	$29.99
Combat: Operation Vict	05/99	$18.99	Shogun: Total War	06/99	$46.99	GURPS Rulebook	02/95	$22.99	Net Erotique	02/96	$19.99
Defending the Reich	12/00	$44.99	Smolensk to Moscow	04/99	$34.99	Heavy Gear	08/95	$26.99	Poker Party	06/95	$39.99
Dragn Bttl Pk 1-5 ea	09/98	$22.99	Steel Panthers 4	03/00	$46.99	MERP 2 Softcover	10/95	$19.99	Pyramid Maze	08/98	$39.99
East Front 2	04/99	$44.99	Tides of War	11/98	$24.99	Mechwarrior	07/95	$13.99	Sex With Farrah	07/98	$42.99
Fighthing Steel	05/99	$49.99	War Along the Mohawk	09/98	$19.99	Pendragon 4th Ed.	05/95	$19.99	Space Sirens 2	09/95	$34.99
Guts Glory: Bttl Scly	09/99	$29.99	War in Europe	01/99	$39.99	Rifts	06/95	$21.99	Strip Poker Pro 2	12/95	$39.99
Harpoon 4	09/00	$46.99	War in the East: 1-5 ea	04/98	$24.99	Robotech	04/95	$11.99	Tokyo Nymphs	04/96	$12.99
Last Battles 45	09/99	$44.99	Warhammer 40K: Univrs	03/99	$37.99	Shadowrun 3rd Edition	10/98	$28.99	Ultra Vixen 2	12/98	$39.99
Man of War 2	05/99	$29.99	West Front	11/98	$34.99	StarWars Revised	01/97	$27.99	Vampire's Kiss	10/94	$29.99
Napoleon 1813	07/99	$42.99	West Front Bttl Pck 1	05/99	$26.99	Vampire 3rd Edition	10/98	$27.99	Virtual Valerie 2	08/95	$29.99
North Vs. South	02/99	$39.99	Wrhmmr 40K: Rites War	05/99	$42.99	Werewolf	02/95	$24.99	X-Ploration Female Base	10/98	$39.99

COMPUTER GAMES: ROLEPLAYING

AD&D Cre Rules 2.0 Exp	06/99	$29.99	Icarus: Sntuary of Gods	11/98	$26.99	Advanced Squad Leader	12/94	$42.99	Harpoon Box Set	11/96	$45.99
Anachronox	09/99	$48.99	Lands of Lore 3	04/99	$44.99	Airlines 1 or 2 ea.	08/98	$34.99	Lionheart	10/97	$35.99
Ancient Evil	02/99	$45.99	Legacy of Kain 2	06/99	$29.99	Axis & Allies	11/94	$45.99	Risk	03/96	$34.99
Baldrs Gate Exp Pk 2	12/99	$23.99	Legend of BladeMaster	09/99	$44.99	Battleground WW2	03/99	$25.99	Robo Rally	01/96	$36.99
Baldrs Gte: Tale Swrd Cst	04/99	$19.99	Might & Magic 7	05/99	$48.99	Battletech 4th Ed.	12/94	$21.99	Scrabble Dlx	08/97	$49.99
Baldur Gate w/EP 1	08/99	$48.99	Mordor 2	09/99	$38.99	Crimson Skies	01/99	$29.99	Settlers of Catan	11/96	$32.99
Baldur's Gate	12/98	$39.99	Neophyte Episode III	04/99	$39.99	Europa 1945-2030	02/99	$34.99	World in Flames Dlx	11/96	$99.99
Blade	04/99	$45.99	Nox	06/99	$47.99						
Celtica	02/99	$44.99	Odium	09/99	$38.99						
Clans	06/99	$43.99	Planescape Torment	06/99	$44.99						
Dark Stone	05/99	$46.99	Rage Mages 2:Necromcr	08/99	$38.99						
Deus Ex	11/99	$48.99	Revenant	08/99	$29.99						
Diablo 2	10/99	$48.99	Septerra Core	10/99	$48.99						
Diablo 2 Expnsn Pck	12/99	$29.99	Silver	05/99	$44.99						
Diablo Vengeance Pack	12/99	$29.99	Swords & Sorcery	09/99	$48.99						
Disciples: Sacred Lands	05/99	$44.99	Ultima 9 Ascension	07/99	$52.99						
EverQuest	03/99	$48.99	Ultima Online: 2nd Age	11/98	$39.99						
Fallout 2	11/98	$29.99	Vampire: The Masquerde	11/99	$48.99						
Good & Evil	09/99	$48.99	Werewolf: Apocalypse	12/99	$48.99						
Gothica	02/99	$48.99	Wizardry 8	06/99	$49.99						

ROLE PLAYING

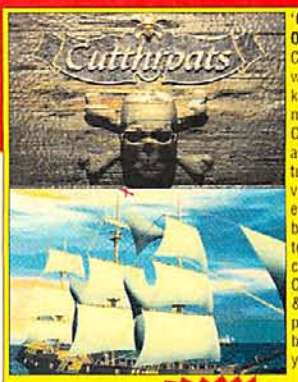
BOARD GAMES

PC: ADULT GAMES

FREE GAME OFFER!

Spend the specified amount on any in-stock software and choose one free IBM game from the corresponding list. Request must be made at time of order. Offer good on in-stock software only, while supplies last. Limit 2 per customer. Valid through July 5 ,1999.

Spend $60 Realms Arkania Trilogy CD, Solitaire's Journey 3.5,Total Mayhem CD,Virus CD
Spend $100 Ravenloft 1&2 CD,Red Baron/A10 CD, Star Trek Generations CD, Wizardry Gold CD
Spend $200 Falcon Gold CD,Jagged Alliance Deadly Games CD, M.A.X. CD, Under a Killing Moon CD



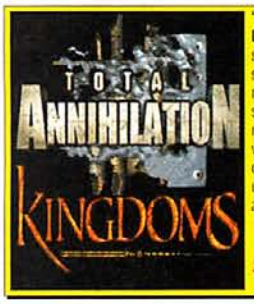
'CUTTHROATS: TERROR ON THE HIGH SEAS' Command a pirate ship, with a crew of scurvy knaves, a handful of cannon, and the whole of the Caribbean to plunder. You'll attempt to make your fortune by engaging in terror, violence, robbery and extortion. Fight realistic battles with 6 types of customizable ships. Raid coastal towns; explore the Caribbean; bribe, threaten, & extort; trade, buy supplies, fence stolen goods; build your fleet & expand your army.

Eidos (Strategy)
Release: 9/99
PC CD
$39.99



'STAR TREK GENERATIONS: BIRTH OF THE FEDERATION' Manage resources, solar systems, and trade routes. Construct, maintain and refit a Starship fleet -- and engage in turn-base 3-D space combat! Features multiple skill levels, galaxy sizes and other options for long-term replayability. Multiplayer support for up to five players via LAN, direct connect, modem and internet.

Microprose (Strategy)
Release: 6/99
PC CD
$39.99



'TOTAL ANNIHILATION: KINGDOMS' This fantasy real-time strategy game engages you in the struggle of good against evil and magic against technology. New story line, 3-D articulated units, missions, multiplayer maps & worlds. Four selectable sides to choose from, each with its own unique magical & technological abilities.

GT Interactive (Strategy)
Release: 7/99
PC CD
$42.99



'COMMAND & CONQUER 2: TIBERIAN SUN' New engine, improved controls, dynamic 3D terrain, & multiple levels of warfare. Interactive & kinetic battlefield, ion storms, ice fields & more. Play solo skirmishes or take on your computer in full Campaign Mode. Connect with up to 8 friends over IPX or LAN, or one-on-one over modem.

Virgin (Strategy)
Release: 6/99
PC CD
$49.99



'PLANESCAPE: TORMENT' The producers of Baldur's Gate (using the same game engine) introduce the 1st computer RPG set in the AD&D Planescape campaign world. An epic story of an immortal character who suffers from amnesia and must search for his own past, identity and destiny. Curiosity, fear, greed, survival, self-defense and revenge drive the character toward an unforgettable end. **Interplay (Roleplaying)**
Release: 7/99
PC CD
$44.99



'MIGHT & MAGIC VII: FOR BLOOD AND HONOR' The game continues where the last one left off, taking players to another continent in the world of Enroth. The world is populated by intelligent non-player characters and beasts. Move during turn-based combat, concentrated indoor designs with battles staged in specific rooms (no more goblins in the closet), & customizable keyboard controls.

3DO (Roleplaying)
Release: 6/99
PC CD
$48.99

Visa, MC & Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Price, release, availability, shipping times & offer not guaranteed & are subject to change at any time. Hardware may require added S&H. Within 10 days defectives repaired or replaced at our discretion. After 10 days the manufacturer's warrantee applies. All sales final. S&H calculated on a per order, per shipment, and per item basis. The "per order" charge is charged once per order placed, the "per item" charge is charged once for each item ordered and the "per shipment" charge is charged once for each shipment we make to you. For each US order $10.00 will be allocated to a 12 issue subscription to Computer Games Strategy Plus. Call for details.

	Standard U.S. Mail 7-10 Days	Priority U.S. Mail 2-3 Days	Express 2 Day	Express 1 Day	Mail To Canada 4-7 Days	Mail To The World 7-14 Days
Per Order	$1.00	$2.00	$2.00	$2.00	$2.00	$2.00
Per Shipment	$1.25	$1.00	$5.00	$13.00	$2.00	$2.00
Per Item	$0.75	$1.00	$1.00	$2.00	$2.00	$6.00

©1999 CHIPS & BITS, INC.

ADVERTISER INDEX

Order Free Product Information @ www.computergaming.com/infolink

INFO#	COMPANY	PRODUCT	PAGE
*	3DO Co.	Gulf War	144
*	3DO Co.	High Heat Baseball	14-15
76	Access Software	Links Extreme	142-143
210	Game Dealer	Game Dealer	117
*	Activision	Battlezone II	12-13
*	Activision	Multi-Product Ad	C2-C4, 1
220	Alexander Harris Distrib. Inc.	Alexander Harris Distrib. Inc.	187
105	Alienware	Alienware Systems	183
*	America On-Line	CD ROM onsert	onsert
*	ATI Technologies, Inc.	Rage Fury Board	115
161	Aureal Semiconductor	A3D	107
280	Blue Byte Software	Settlers III Mission Pack	150-151
109	Bungie Software	Oni	112-113
160	CD-ROM Access	CD-ROM Access	187
68	Chips & Bits	www.cdmag.com/chips.html	184-185
75	Cockpit Collection	Keyboard Covers	137
*	Dell Computer Corp.	Dell Computer Corp.	C5-C8
*	Diamond Multimedia Sys, Inc.	Viper	110
169	DICE	DICE	187
100	Digital Addiction	Sanctum: Oppositions	72
150	Eidos Interactive	Braveheart	54-55
153	Eidos Interactive	Formula One	18-19
151	Eidos Interactive	Revenant	49-51
272	Eidos Interactive	Soulreaver: Legacy of Kain	52-53
290	Eidos Interactive	Tomb Raider II Gold	56-57
*	Electronic Arts	Flight Unlimited 3	82,83
133	Eutronics	Eutronics	187
257	Falcon - Northwest	Falcon Northwest	96
123	Gathering of Developers	Dark Stone	67, 69
123	Gathering of Developers	Dark Stone	71, 73
122	Gathering of Developers	Grand Theft Auto	84
124	Gathering of Developers	RailRoad Tycoon II	163
*	GT Interactive	Unreal Tournament	156-157
*	Hasbro Interactive	Worms: Armageddon	147
*	Hasbro Interactive	Civilization II: The Test of Time	64-65
*	Hasbro Interactive	MechWarrior 3	8-9
*	Hasbro Interactive	Star Trek: Birth of a Federation	155
*	Hot - B	Beat Down	68
*	Gamespot	Gamespot	180
*	Infogrames	Outcast	70
*	Interact Accessories, Inc.	Advent Speakers	176-177
176	Interactive Magic	Mortyr	126
175	Interactive Magic	Seven Kingdoms	164
173	Interactive Magic	Shadow Company	160-161
82	Interplay	Apache Havoc	136
163	Interplay	Baldur's Gate:Tales of the Sword Coast	30
67	Interplay	Descent 3	32,35
135	Interplay	Giants	6-7
299	Interplay	Kingpin	124-125
166	Interplay	Messiah	24-25
165	Interplay	Star Trek: Star Fleet Command	2-3
261	Interplay	Torment	74-75
*	LucasArts Entertainment	Racer	99-102
*	LucasArts Entertainment	The Phantom Menace	37-40
97	LucasArts Entertainment	X-Wing Alliance	46
*	Micron Electronics	Micron Electronics	104-105
*	Microsoft	Age of Empires II	42-43
*	Microsoft	Midtown Madness	27
112	Mindscape	Rites of War	153
139	Monolith Productions	Odium	179
144	Monolith Productions	Septerra Core	94-95
188	Motorsims	Superbike	28-29
127	NovaLogic, Inc.	F-22 Lightening 3	93
*	Psygnosis	Drakan	4-5
130	Red Storm Entertainment	Force 21	138
121	Red Storm Entertainment	Rogue Spear	86
*	Saitek Industries Ltd.	Cyborg 3D Stick	139
60	SegaSoft Networks, Inc.	Heat	63
269	Sierra On-Line	Gabriel Knight III	22-23
53	Sierra On-Line	Homeworld	120-122
180	Sierra On-Line	Trophy Bass 3D	88
*	SouthPeak Interactive	Dark Side of the Moon - Deluxe	132
157	Stargate Software	Stargate Software	187
*	Strategy First	Clans	167
*	Strategy First	Man O'War 2	158
*	Symantec	Norton System Works	171-174
242	Talonsoft	Hidden and Dangerous	20
289	THQ	Sinistar	128-129
111	ThrustMaster, Inc.	Talk n Play	109
*	Westwood Studios	C&C Tiberian Sun	16, 17
291	Yamaha Corp. of America	Yamaha Speakers	118

Core Gamers Club



International

The Best Games
The Lowest Prices
Always in Stock
Overnight Delivery

Lowest Prices
100% Guaranteed!

www.coregamersclub.com

Go To #220 @ www.computergaming.com/infolink

"As a contractor, I use dice.com and dice.com only to keep myself employed. I have made over a quarter of a million dollars in the last 18 months, thanks to dice.com!"

high tech jobs www.dice.com

dice.com
High tech jobs online

Go To #169 @ www.computergaming.com/infolink

CDAccess.com 1-800-959-5260
1-408-366-6700 V
1-408-366-9066 F

You Want Games?

http://www.cdaccess.com

Go To #160 @ www.computergaming.com/infolink



for the demanding
POWERUSER

> best performance for your money
> systems configured to your specifications
> only new, name brand subcomponents
> upgradable, open standard architectures
> referral dollar savings for repeat clients

WWW.EUTRONICS.COM

AMD K6 III processor 3DNow!

Go To #133 @ www.computergaming.com/infolink

STARGATE SOFTWARE

STARGATE SOFTWARE

★GAMES
★ADULT
★KIDS
★REFERENCE

Your Online Source for CD ROM Software!

Best Prices - Biggest Selection

New Titles Every Week

Shop and Order Online @
www.stargatesoftware.com

For Dealer Information and Wholesale Pricing
call: (215) 674 - 9877

Go To #157 @ www.computergaming.com/infolink

TOP 100

CGW'S MONTHLY READERS' POLL

Each month, 2,000 *CGW* subscribers are selected at random to rate 100 computer games. The results of that poll are combined with the results of previous months to yield a cumulative average for the best plays in gaming. If you receive a ballot, please return it with your ratings so that other gamers and game publishers can benefit from your feedback.



TOP ACTION GAMES

THIS MO.	LAST MO.	GAME/COMPANY	SCORE	RATING
1	1	**Half-Life** Sierra	9.24	5
2	2	**Jedi Knight: Dark Forces II** LucasArts	8.44	4.5
3	3	**Quake II** Activision	8.42	4.5
4	5	**Thief: The Dark Project** Eidos	8.40	4.5
5	7	**Quake Pack 1: Armagon** id Software/Ritual	8.39	4.5
6	4	**Quake Pack 2: Dissolution** id Software/Rogue	8.38	5
7	8	**Jedi Knight: Mysteries of the Sith** LucasArts	8.23	4
8	10	**Rainbow Six: Eaglewatch** Red Storm	8.15	4.5
9	—	**Shogo: Mobile Armor Division** Monolith	8.14	3.5
10	9	**Unreal** GT Interactive	8.10	4



TOP ADVENTURE GAMES

THIS MO.	LAST MO.	GAME/COMPANY	SCORE	RATING
1	1	**Grim Fandango** LucasArts	8.74	4.5
2	2	**Curse of Monkey Island** LucasArts	8.16	5
3	3	**Sanitarium** ASC Games	7.80	4.5
4	4	**Zork: Grand Inquisitor** Activision	7.61	N/R
5	5	**Twinsen's Odyssey** Activision	7.60	5
6	6	**Blade Runner** Virgin/Westwood	7.53	4.5
7	8	**Last Express** Red Orb	7.37	4.5
8	—	**King's Quest: Mask of Eternity** Sierra	7.20	4
9	9	**Tex Murphy: Overseer** Access	7.15	3
10	—	**Quest for Glory V** Sierra	7.08	2.5



TOP CLASSIC/PUZZLE GAMES

THIS MO.	LAST MO.	GAME/COMPANY	SCORE	RATING
1	2	**You Don't Know Jack 3** Berkeley Systems	7.93	4
2	4	**Smart Games Challenge 2** Smart Games Inc.	7.90	5
3	3	**You Don't Know Jack Movies** Berkeley Systems	7.88	4.5
4	7	**Smart Games Challenge 3** Smart Games/Hasbro	7.84	4
5	5	**Worms 2** MicroProse	7.75	4
6	6	**You Don't Know Jack TV** Berkeley Systems	7.66	2.5
7	8	**Shanghai Dynasty** Activision	7.26	3
8	9	**Lose Your Marbles** SegaSoft	6.62	4.5
9	10	**Creatures II** Mindscape	6.56	2.5
10	—	**Jeopardy** Hasbro	6.17	3.5



TOP SIMULATION/SPACE COMBAT

THIS MO.	LAST MO.	GAME/COMPANY	SCORE	RATING
1	1	**Wing Commander: Prophecy Gold** Origin	8.51	4
2	3	**Longbow 2** EA/Jane's	8.41	5
3	2	**Falcon 4.0** MicroProse/Hasbro	8.26	3.5
4	5	**Wing Commander: Prophecy** Origin	8.24	4.5
5	4	**European Air War** MicroProse	8.20	4
6	6	**F-15** EA/Origin	8.14	4.5
7	7	**WWII Fighters** EA/Jane's	7.97	4.5
8	—	**Starsiege Tribes** Sierra	7.94	4.5
9	—	**Freespace: Silent Threat** Interplay	7.91	3
10	8	**Independence War** Infogrames/Ocean	7.77	5



TOP SPORTS/RACING GAMES

THIS MO.	LAST MO.	GAME/COMPANY	SCORE	RATING
1	—	**FIFA 99** EA Sports	9.21	4.5
2	1	**NHL Hockey 99** EA Sports	9.12	5
3	2	**Links LS 1999** Access Software	8.99	4.5
4	3	**NHL 98** EA Sports	8.53	4
5	4	**World Cup 98** EA Sports	8.50	4.5
6	6	**FIFA Road to World Cup 98** EA Sports	8.35	4.5
7	5	**Need for Speed III** EA	8.34	5
8	7	**NBA Live 98** EA Sports	8.18	4.5
9	9	**Motocross Madness** Microsoft	8.05	4.5
10	8	**NFL Blitz** Midway	8.03	3.5



TOP STRATEGY GAMES

THIS MO.	LAST MO.	GAME/COMPANY	SCORE	RATING
1	1	**StarCraft: Brood War** Blizzard	9.29	5
2	2	**Heroes II: Price of Loyalty** 3DO/New World	8.89	5
3	3	**StarCraft** Blizzard	8.76	5
4	4	**Total Annihilation: Core Contingency** Cavedog	8.73	4.5
5	5	**Total Annihilation: Battle Tactics** Cavedog	8.46	3.5
6	—	**SimCity 3000** Maxis/EA	8.20	4
7	6	**Total Annihilation** GT Interactive	8.19	4.5
8	9	**Red Alert: Counterstrike** Virgin/Westwood	8.09	4
9	8	**Age of Empires: Rise of Rome** Microsoft	8.04	4
10	7	**Railroad Tycoon II** Gathering of Developers	8.03	4.5



TOP ROLE-PLAYING GAMES

THIS MO.	LAST MO.	GAME/COMPANY	SCORE	RATING
1	1	**Baldur's Gate** Interplay	8.72	4
2	2	**Might and Magic VI** 3DO/New World	8.71	4.5
3	4	**Fallout** Interplay	8.27	4.5
4	3	**Fallout 2** Interplay	8.21	4
5	5	**Final Fantasy VII** Eidos/Squaresoft	7.98	4
6	6	**Hellfire** Sierra	7.81	4
7	7	**Return to Krondor** Sierra Studios	7.00	2.5
8	8	**Dark Earth** MicroProse	6.65	3.5
9	9	**Shadows Over Riva** Sir-Tech	6.60	N/R
10	—	**Lands of Lore II** Westwood	6.16	N/R



TOP WARGAMES

THIS MO.	LAST MO.	GAME/COMPANY	SCORE	RATING
1	2	**Steel Panthers II Campaign Disk** SSI	8.25	4.5
2	1	**West Front** TalonSoft	8.22	4
3	3	**Panzer General II** SSI	8.17	5
4	4	**The Operational Art of War** TalonSoft	8.13	4.5
5	5	**Sid Meier's Gettysburg** EA/Firaxis	7.95	4.5
6	7	**Battleground: Napoleon in Russia** TalonSoft	7.79	4.5
7	6	**Battleground: Bull Run** TalonSoft	7.78	4
8	8	**People's General** SSI	7.60	3
9	9	**Great Battles of Julius Caesar** Interactive Magic	7.39	4
10	—	**Close Combat: A Bridge Too Far** Atomic/Microsoft	7.19	4.5

Games on unnumbered lines are tied with game on line above. ★ = Top game of genre. Red = New Game, **AD** = Adventure, **RP** = Role-Playing, **SI** = Simulation/Space Combat, **ST** = Strategy, **WG** = Wargame, **AC** = Action, **SP** = Sports, **CP** = Classic/Puzzle. Games are retired after two years and become eligible for the Hall of Fame.

THIS MO.	LAST MO.	GAME/ PUBLISHER	GAME GENRE	POLL SCORE	CGW RATING
★ 1	3	**StarCraft: Brood War** Blizzard	ST	9.29	5
★ 2	2	**Half-Life** Sierra	AC	9.24	5
★ 3	—	**FIFA 99** EA Sports	SP	9.21	4.5
4	1	**NHL Hockey 99** Sports	SP	9.12	5
5	4	**Links LS 1999** Access Software	SP	8.99	4.5
6	7	**Heroes II: Price of Loyalty** 3DO/New World	ST	8.89	5
7	8	**StarCraft** Blizzard	ST	8.76	5
★ 8	6	**Grim Fandango** LucasArts	AD	8.74	4.5
9	11	**Total Annihilation: Core Contingency** Cavedog	ST	8.73	4.5
★ 10	5	**Baldur's Gate** Interplay	RP	8.72	4
11	10	**Might and Magic VI** 3DO/New World	RP	8.71	4.5
12	12	**NHL 98** EA Sports	SP	8.53	4
★ 13	9	**Wing Commander: Prophecy Gold** Origin	SI	8.51	4
14	13	**World Cup 98** EA Sports	SP	8.50	4.5
15	17	**Total Annihilation: Battle Tactics** Cavedog	ST	8.46	3.5
16	14	**Jedi Knight: Dark Forces II** LucasArts	AC	8.44	4.5
17	15	**Quake II** Activision	AC	8.42	4.5
18	19	**Longbow 2** EA/Jane's	SI	8.41	5
19	19	**Thief: The Dark Project** Eidos	AC	8.40	4.5
20	22	**Quake Pack 1: Armagon** id Software/Ritual	AC	8.39	4.5
21	17	**Quake Pack 2: Dissolution** id Software/Rogue	AC	8.38	5
22	29	**FIFA Road to World Cup 98** EA Sports	SP	8.35	4.5
23	23	**Need for Speed III** EA	SP	8.34	5
24	26	**Fallout** Interplay	RP	8.27	4.5
25	16	**Falcon 4.0** MicroProse/Hasbro	SI	8.26	3.5
★ 26	28	**Steel Panthers II Campaign Disk** SSI	WG	8.25	4.5
27	31	**Wing Commander: Prophecy** Origin	SI	8.24	4.5
28	29	**Jedi Knight: Mysteries of the Sith** LucasArts	AC	8.23	4
29	27	**West Front** TalonSoft	WG	8.22	4
30	24	**Fallout 2** Interplay	RP	8.21	4
31	—	**SimCity 3000** Maxis/EA	ST	8.20	4
—	25	**European Air War** MicroProse	SI	8.20	4
33	32	**Total Annihilation** GT Interactive	ST	8.19	4.5
34	33	**NBA Live 98** EA Sports	SP	8.18	4.5
35	34	**Panzer General II** SSI	WG	8.17	5
36	37	**Curse of Monkey Island** LucasArts	AD	8.16	5
37	42	**Rainbow Six: Eaglewatch** Red Storm	AC	8.15	4.5
38	44	**Shogo: Mobile Armor Division** Monolith	AC	8.14	3.5
—	40	**F-15** EA/Origin	SI	8.14	4.5
40	42	**The Operational Art of War** TalonSoft	WG	8.13	4.5
41	35	**Unreal** GT Interactive	AC	8.10	4
42	46	**Red Alert: Counterstrike** Westwood	ST	8.09	4
43	45	**Motocross Madness** Microsoft	SP	8.05	4.5
44	39	**Age of Empires: Rise of Rome** Microsoft	ST	8.04	4
45	36	**Railroad Tycoon II** Gathering of Developers	ST	8.03	4.5
—	38	**NFL Blitz** Midway	SP	8.03	3.5
47	19	**Rogue Squadron** LucasArts	AC	8.02	3.5
48	47	**Quake II Pack 2: Ground Zero** Activision	AC	8.00	3.5
49	52	**Jack Nicklaus 5** Accolade	SP	7.99	5
50	48	**Final Fantasy VII** Eidos/Squaresoft	RP	7.98	4
51	51	**WWII Fighters** EA/Jane's	SI	7.97	4.5
52	50	**Quake II Pack: The Reckoning** id Software/Activision	AC	7.96	3.5
53	54	**Sid Meier's Gettysburg** EA/Firaxis	WG	7.95	4.5
54	—	**Starsiege Tribes** Sierra	SI	7.94	4.5
★ 55	53	**You Don't Know Jack 3** Berkeley Systems	CP	7.93	4
56	—	**Freespace: Silent Threat** Interplay	SI	7.91	3
57	59	**Smart Games Challenge 2** Smart Games Inc.	CP	7.90	5
58	55	**Age of Empires** Microsoft	ST	7.89	4.5
59	58	**You Don't Know Jack Movies** Berkeley Systems	CP	7.88	4.5
60	57	**StarCraft: Insurrection** Aztech New Media	ST	7.84	3.5
—	73	**Smart Games Challenge 3** Smart Games/Hasbro	CP	7.84	4
62	61	**Hellfire** Sierra	RP	7.81	4
63	64	**Sanitarium** ASC Games	AD	7.80	4.5
64	63	**Battleground: Napoleon in Russia** TalonSoft	WG	7.79	4.5
65	60	**Battleground: Bull Run** TalonSoft	WG	7.78	4
66	56	**Independence War** Infogrames/Ocean	SI	7.77	5
67	65	**Worms 2** MicroProse	CP	7.75	4
68	49	**Warhammer 40,000: Chaos Gate** SSI	ST	7.73	4
69	69	**Heretic II** Activision	AC	7.72	4.5
70	62	**Warlords III: Darklords Rising** Red Orb/SSG	ST	7.71	4.5
71	67	**Civilization II: Fantastic Worlds** MicroProse	ST	7.67	4
72	72	**You Don't Know Jack TV** Berkeley Systems	CP	7.66	2.5
73	74	**Moto Racer** EA	AC	7.65	4
74	75	**Descent: Freespace** Interplay	SI	7.64	4
75	71	**Madden NFL 99** EA Sports	SP	7.63	4.5
76	77	**F22 ADF** Infogrames/DID	SI	7.62	4.5
77	66	**Caesar III** Sierra	ST	7.61	4.5
—	73	**Zork: Grand Inquisitor** Activision	AD	7.61	N/R
79	70	**People's General** SSI	WG	7.60	3
—	76	**Twinsen's Odyssey** Activision	AD	7.60	5
81	78	**Diamond Mind Baseball 7.0** Diamond Mind	SP	7.59	3.5
82	82	**Flight Unlimited 2** Looking Glass	SI	7.58	4.5
83	79	**MechWarrior 2: Mercenaries** Activision	SI	7.57	4.5
84	83	**Fighters Anthology** EA	SI	7.56	3.5
85	84	**Battlezone** Activision	AC	7.55	5
86	80	**Blade Runner** Virgin/Westwood	AD	7.53	4.5
87	80	**Tomb Raider II** Eidos Interactive	AC	7.51	4
88	67	**Red Baron 3D** Dynamix	SI	7.50	4
89	88	**Dungeon Keeper Expansion** EA/Bullfrog	ST	7.49	4.5
90	92	**Baseball Mogul** Infinite Monkey	SP	7.46	4
91	89	**Triple Play 99** EA Sports	SP	7.45	2.5
—	86	**MechCommander** MicroProse	ST	7.45	4
93	91	**Myth** Bungie	ST	7.44	4.5
94	96	**F1 Racing Simulation** UbiSoft	SP	7.41	5
95	95	**NFL Gameday 99** 989 Studios/Sony	SP	7.40	3
—	93	**Virtual Pool 2** Interplay	SP	7.40	4.5
97	90	**Great Battles of Julius Caesar** Interactive Magic	WG	7.39	4
98	94	**Interstate 76** Activision	AC	7.38	4.5
99	97	**Last Express** Red Orb	AD	7.37	4.5
100	99	**Dungeon Keeper** EA/Bullfrog	ST	7.29	4.5

GREENSPEAK

A Brief History Of PC Gaming

A Handy Clip-and-Save Guide, Compiled With Love

Computer gaming has a long and storied history. Unfortunately, over the years, it has been obfuscated by a steady stream of misleading blather and erroneous hoo-hah. Of course, at times, it was the hoo-hah that was misleading and the blather that was erroneous, but we should not let such technicalities lead us astray. Once we're led astray, the way becomes unclear, and the threads of coherent argument vanish before us, like the proverbial dust in the wind of which the rock band Kansas once spoke so eloquently.

I'll start again.

This month, as a public service, Greenspeak presents to you, free of charge, this exclusive Pocket History of Computer Gaming, which you may feel free to clip and save in your wallet, or staple to the back of your brother's head, for easy reference. Many sources contributed to this work, though I must single out one in particular, the revelatory Dutch pictorial *How Yaks Mate*. Though it did not contribute directly to this piece, it was my constant companion during these exhaustive weeks of research—especially page 37.

Without further ado, or anything even slightly resembling ado, let us begin.

70,000 B.C. First recorded incident of human violence. Og, a Neanderthal, bashes Ug, another Neanderthal, over the head with a large bone, in a heated dispute over a mud puddle. A committee is formed, the Group of Outraged Neanderthals (GOON), who immediately blame the act on a popular game of the time, BEAT THE STUPID NEANDERTHAL. Gaming takes its first serious public relations hit.

500 B.C. Roman entertainer Jonas Romerius publishes a scroll detailing his plans to create a public spectacular known as "Daikatana." He's later found wandering the streets shouting "Thou shalt be mine, bitch!" to bewildered Roman crowds, who promptly stone him to death.

215 B.C. China builds the Great Wall in an attempt to be the first civilization to build a Wonder and "win the game." Leaders are publicly flogged after it is pointed out to them that AGE OF EMPIRES won't be released for another 2,000 years.

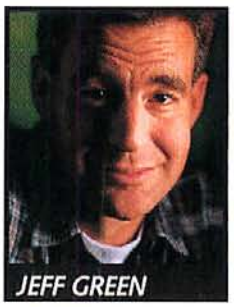
410 A.D. Visigoths sack Rome. Disgraced Roman leader Terrius Colemanus, in an attempt to explain why he sat idly by while the city was destroyed, claims that he was under the mistaken impression that the war was "turn-based." Bewildered Roman crowds promptly stone him to death.

1337 The Hundred Years' War begins, following an ugly deathmatch in which the King of England calls the King of France a "camping wussy."

1455 First DAIKATANA levels completed, then scrapped, following invention of the printing press, which renders the game obsolete.

1483 Spanish Inquisition begins. WizardWorks' budget-priced HERETIC HUNTER tops the best-seller charts for the next 100 years.

1492 Columbus discovers America. In a now-famous letter to the Queen of Spain he bitterly complains, "I would have discovered it a lot sooner, Your Majesty, if it wasn't for that freaking fog-of-war."


JEFF GREEN

1684 Isaac Newton invents mouse look. "While my earlier success with this whole apple-falling-on-my-head gravity business no doubt assures my place in the history books," he wrote in his journal, "I must say I am even more proud of the mouse look, which is finally going to allow me to kick some serious multiplayer ass."

> "Our **breasts** will be **huge in these games**, and our **butts**, they **will be fabulous.**"

1792 Women's rights movement begins with the publication of Mary Wollenstonecraft's *A Vindication of the Rights of Women*. "Take heart, girls," she wrote. "In a mere 200 years, *we* will be the protagonists, the *heroes*, of the games men play. Our breasts will be huge in these games, and our butts, they will be fabulous. Desperate magazines will feature us half-naked on their covers, in a shameless attempt to boost sales. Even better, girls, we will *still* make them beg for sex."

1812. The War of 1812. First appearance of hexes on a battlefield.

1859 Charles Darwin publishes the *Origin of Species*, which expounds his theories on natural selection and the "survival of the fittest." Theory discredited 140 years later after an international gathering of scientists in Geneva is unable to explain the continued success of Billy Crystal.

1860 DAIKATANA team says a beta is "imminent," but outbreak of Civil War puts the game "on temporary hold."

1903 Wright Brothers fly first controlled airplane at Kitty Hawk, North Carolina. The following day, posts begin appearing on the flight sim newsgroups ridiculing the plane's "unrealistic flight model."

1920 First professional football league founded. Sierra, in a disastrous public relations move, prematurely releases first football game, neglecting to include stadiums, players, or a football.

1931 William Shatner born. Decline of Western civilization officially begins.

1956 Elvis Presley sweeps the world with his swiveling, gyrating hips. Young male scientists, suddenly feeling awkward and confused inside, step up their efforts to invent the personal computer.

1973 Embattled U.S. President Richard Nixon delivers famous "I am not a crook" speech. On the same day, DAIKATANA team assures public that the game is right on time, and should ship "within the month."

1981 First issue of *Computer Gaming World* published. Beginning with second issue, complaints appear on newsgroups lamenting *CGW*'s decline.

1984 Apple Macintosh released, unleashing an exciting new era in gaming, in which year-old titles are made available to dozens of gamers everywhere.

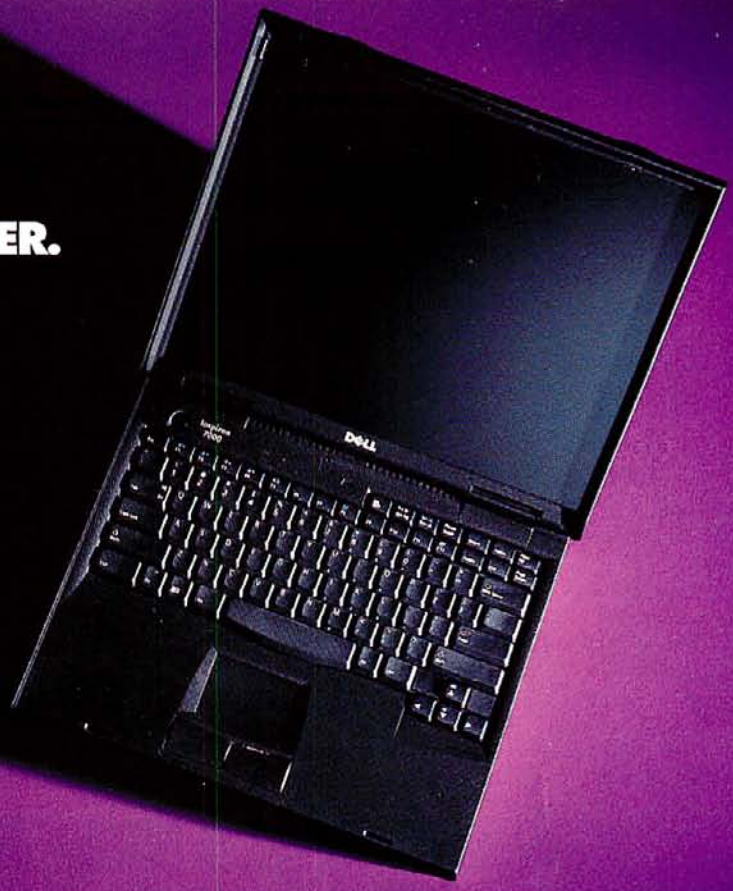
1994 MYST released. Everyone and their grandma buys it. Half the people who buy it don't even have computers. No one knows how to play it. "What is this thing," asks *my* grandma, "a little frisbee?"

1999 DAIKATANA demo is released. The world's gone mad. Nothing makes sense anymore. Must be this Y2K thing. Time to head for the bunker.

What Jeff doesn't realize is that the circle strafe evolved from a strange naked mating ritual of the ancient Druids. Send your survival tips, and other email, to Jeff at jhgreen@zd.com.

Computer Gaming World (ISSN 0744-6667) is published monthly by ZD Inc. One Park Avenue, New York, NY 10016. Subscription rate is $27.97 for a one-year subscription (12 issues). Canada and all other countries add $16.00 for surface mail. Postmaster: Send address changes to *Computer Gaming World*, P.O. Box 57167, Boulder, CO 80328-7167. Canadian GST registration number is 89371 0442 RT. Canada Post International Pub's Mail Product (Canada Distribution) Sales Agreement No. 1058649. Periodicals postage paid at New York, NY 10016 and additional mailing offices. **Printed in the U.S.A.**

BURN VIRTUAL RUBBER.



DELL® INSPIRON™ 7000 A366LT
PENTIUM® II PROCESSOR AT 366MHz

Desktop Features, Notebook Convenience

- 15" XGA Active Matrix Display
- 96MB SDRAM (384MB Max[13])
- *NEW* 10GB[4] Ultra ATA Hard Drive
- Removable Combo 2X[34] Variable DVD-ROM and Floppy Drive
- 2X AGP 8MB ATI RAGE LT Pro 3D Video
- 3D Surround Sound with Wavetable
- Lithium Ion Battery
- Internal 56K Capable[11] V.90 Fax Modem with Trial Offer ConnectDirect™ Internet Access[14]
- MS® Office 97 SBE (Ask about our *FREE* MS Office 2000 Upgrade Offer)
- MS Windows® 98/Touchpad
- Inspiron Setup Video/Deluxe Nylon Case
- 3-Year Limited Warranty[2]

$3499

$105/Mo., 48-Month Purchase Plan[33]

E•VALUE CODE: 88805-800534

USE THE POWER OF THE E•VALUE™ CODE.
MATCH OUR LATEST TECHNOLOGY WITH OUR LATEST PRICES. ENTER THE E•VALUE CODE ONLINE OR GIVE IT TO YOUR SALES REP OVER THE PHONE.
WWW.DELL.COM/EVALUE

Packed with the Pentium® II processor at 366MHz, 8MB of VRAM and a 15-inch display, the Dell® Inspiron™ 7000 A366LT notebook lets you put the pedal to the metal. After all, you won't find these kinds of numbers on just any notebook. Because this isn't just any notebook. Just ask the folks at *PC Magazine* who designated this Inspiron 7000 A366LT their Editors' Choice for small business/single user.[A] Call us or visit www.dell.com to build yours today.

800-953-4018

Are you Y2K OK? www.dell.com/y2k

Phone Hours: M-F 7a-11p • Sat-Sun 8a-8p CT
In Canada, call 800-839-0148 • In Mexico, call 001-800-210-7607

intel inside pentium® II

[33]48-Mo. Purchase Plan offered through Dell Financial Services L.P., 14050 Summit Dr., Austin, TX 78728, to qualified consumers. Only available in the 50 U.S. states and District of Columbia, except AR & MN. Availability may be limited or offer may vary in some states. Advertised payments are based on sales prices depicted for 48-mo. term at 18.99% APR, with approved credit. Excludes taxes & shipping charges which vary (For example, based on sales price of $3499 for a notebook system, the total of sales taxes & shipping charges via 3- to 5-day ground to Hartford City, IN would be $269.95 [includes sales taxes of $174.95 and shipping charges of $95.00].). Taxes & shipping charges due with 1st payment unless included in the amount financed, in which case your monthly payment will be higher.

BE DIRECT™
DELL®
www.dell.com

NOW THAT YOU'VE GRADUATED, YOU SHOULD BE SMART ENOUGH TO BUY A DELL.

No matter what path you take, Dell wants to help you make a smart decision when it comes to computers. You can go online or call our helpful sales representatives to get Dell's award-winning systems at low prices. Either way, you can custom configure a computer to suit your needs. And receive technical support at any hour of the day or night with a call or a click. Add in Dell's smart payment plans that help you make the most of your purchase, and it's no wonder smart people are making smart choices with Dell. So give us a call or stop by www.dell.com to order today.

DELL® DIMENSION® DESKTOPS

Common features: Mini-Tower Model ◆ 512KB Integrated L2 Cache (128KB on Intel® Cele
Access[14] ◆ MS® Works Suite 99 with Money 99 Basic ◆ 3.5" Floppy Disk Drive ◆ Universal
Upgrades: HP® OfficeJet 710, add $499 ◆ APC Back-UPS Office, add $99 ◆ HP DeskJet® 8

DELL DIMENSION V400c
INTEL CELERON PROCESSOR AT 400MHz

- 32MB SDRAM
- 4.3GB[4] Ultra ATA Hard Drive
- 15" (13.8" viewable) 800F Monitor
- ATI 8MB 3D AGP Graphics Card
- 32X Max[5] Variable CD-ROM Drive
- Yamaha XG 64V Wavetable Sound
- harman/kardon HK-195 Speakers
- Dell QuietKey® Keyboard/Logitech First Mouse + Wheel

$999

$30/Mo., 48-Month Purchase Plan[33]

E•VALUE CODE: 88806-500509

DELL-RECOMMENDED UPGRADE

64MB SDRAM, NEW ACS-340 Speakers with Subwoofer, 100MB Iomega Zip BUILT-IN Drive

ADD $179

E•VALUE CODE: 88806-500511b

DELL DIMENSION XPS T450
PENTIUM® III PROCESSOR AT 450MHz

- 96MB 100MHz SDRAM
- *NEW* 9.1GB[4] Ultra ATA Hard Drive
- 17" (16.0" viewable, .26dp) M780 Monitor
- ATI 8MB 3D AGP Graphics Card
- 40X Max[5] Variable CD-ROM Drive
- Yamaha XG 64V Wavetable Sound
- harman/kardon HK-195 Speakers
- Dell QuietKey Keyboard/ MS IntelliMouse®

$1559

$47/Mo., 48-Month Purchase Plan[33]

E•VALUE CODE: 88806-500515

DELL-RECOMMENDED UPGRADE

16MB Diamond Viper 3D AGP Graphics Card, ACS-340 Speakers w/Subwoofer, 100MB Iomega Zip BUILT-IN Drive

ADD $139

E•VALUE CODE: 88806-500516b

DELL INSPIRON™ NOTEBOOKS

Common features: 3D Surround Sound with Wavetable ◆ Lithium Ion Battery ◆ MS Win
Upgrades: Canon BJC-50 Portable Printer, add $349 ◆ Targus Defcon Notebook Alarm, ad

NEW DELL INSPIRON 3500 C333XT
INTEL CELERON PROCESSOR AT 333MHz

Light Weight, Light Price

- 13.3" XGA Active Matrix Display
- 32MB SDRAM (256MB Max)
- 4.3GB[4] Ultra ATA Hard Drive
- Modular 24X Max[7] Variable CD-ROM
- NeoMagic® 256AV AGP Video
- MS Works Suite 99 with Money 99 Basic

$1799

$54/Mo., 48-Month Purchase Plan[33]

E•VALUE CODE: 88806-800517

DELL-RECOMMENDED UPGRADE

Deluxe Nylon Case, 6.4GB Hard Drive, 56K Capable[11] Fax Modem with Trial Offer ConnectDirect Internet Access[14]

ADD $199

E•VALUE CODE: 88806-800519z

NEW DELL INSPIRON 7000 A300LT
PENTIUM II PROCESSOR AT 300PE MHz

Desktop Features, Notebook Convenience

- 15" XGA Active Matrix Display
- 32MB SDRAM (384MB Max[13])
- 4.3GB[4] Ultra ATA Hard Drive
- Removable Combo 24X Max[7] Variable CD-ROM and Floppy Drive
- 2X AGP 4MB ATI RAGE™ LT Pro 3D Video
- Internal 56K Capable[11] V.90 Fax Modem with Trial Offer ConnectDirect Internet Access[14]
- MS Works Suite 99 with Money 99 Basic
- ★ *Upgrade to a 6.4GB Ultra ATA Hard Drive, add $99.*
- ★ *Upgrade to 64MB SDRAM, add $99.*

$2399

$72/Mo., 48-Month Purchase Plan[33]

E•VALUE CODE: 88806-800523

Phone Hours: M-F 7a-11p • Sat-Sun 8a-8p CT
In Canada, call 800-839-0148 • In Mexico, call 001-800-210-7607

Pricing not discountable. [1]Prices and specifications valid in U.S. only and subject to change without notice. [2]For a complete copy of Guarantees or Limited Warranties, write Dell USA L.P., Attn: Warranties, One Dell Way, Round Rock, TX 78682. [3]At-home or on-site service provided via service contract between customer and third-party provider, and is not available in certain remote areas. Technician dispatched if necessary pursuant to phone-based troubleshooting with technical support personnel. [4]For hard drives, GB means 1 billion bytes; total accessible capacity varies depending on operating environment. [5]17X Min. [6]14X Min. [7]10X Min. [10]2X Min. [11]Download speeds limited to 53Kbps. Upload speeds are less (in the 30Kbps range) and vary by modem manufacturer. Speeds also vary depending on line conditions. Analog phone line and compatible server equipment required. [13]Maximum RAM configurations require a factory installed 128MB SoDIMM, which must be installed at time of initial purchase. [14]Offers differ for AT&T WorldNet and GTE Interactive. Some charges may apply. [19]For Inspiron 3500 only. [20]Limit $100 per household. Not valid with other Hewlett Packard (HP) offers unless otherwise specified by that offer. Customer must mail in completed rebate coupon(s) and original or copy of receipt(s) dated from 5/2/99 to 7/3/99 for all products. Submissions must be postmarked no later than 8/3/99 and received no later than 8/17/99. Customer will receive rebate check, approximately 8-10 weeks after receipt of rebate materials. [21]Requires Windows 98. [22]While supplies last. [24]1X Min. Intel, the Intel Inside logo and Pentium are registered trademarks and Celeron is a trademark of Intel Corporation. MS, Microsoft, IntelliMouse and Windows are registered trademarks of Microsoft Corporation. 3Com is a registered trademark of 3Com Corporation. HP and DeskJet are registered trademarks of Hewlett Packard Corporation. Trinitron is a registered trademark of Sony Corporation. ©1999 Dell Computer Corporation. All rights reserved.

**[33]48-Mo. Purchase Plan offered through Dell Fir
Services L.P., 14050 Summit Dr., Austin, TX 78
qualified consumers. Only available in the 50 U.S.
and District of Columbia, except AR & MN. Avai
may be limited or offer may vary in some
Advertised payments are based on sales prices d
for 48-mo. term at 18.99% APR, with approved
Excludes taxes & shipping charges which va
example, based on sales price of $999 for a d
system, the total of sales taxes & shipping charge
to 5-day ground to Hartford City, IN would be
(includes sales taxes of $49.95 and shipping cha
$95.00].). Taxes & shipping charges due with 1st p
unless included in the amount financed, in whic
your monthly payment will be higher.**

intel inside
pentium® III

on™ Processor-based Systems) ◆ 3Com® USR V.90[11] PCI Telephony WinModem with Trial Offer ConnectDirect℠ Internet
erial Bus (USB) Ports ◆ McAfee VirusScan ◆ MS Windows® 98 ◆ 3-Year Limited Warranty[2] ◆ 1-Year At-home[3] Service
Cse, add $399 ($50 HP Mail-in Rebate[20] Available) ◆ HP ScanJet 6200, add $399

W DELL DIMENSION XPS T500 TIUM III PROCESSOR AT 500MHz	*NEW* DELL DIMENSION XPS T500 PENTIUM III PROCESSOR AT 500MHz	*NEW* DELL DIMENSION XPS T500 PENTIUM III PROCESSOR AT 500MHz
8MB 100MHz SDRAM	• 128MB 100MHz SDRAM	• 128MB 100MHz SDRAM
W 9.1GB[4] Ultra ATA Hard Drive	• *NEW* 20.4GB[4] Ultra ATA Hard Drive	• *NEW* 25.5GB[4] Ultra ATA Hard Drive
" (16.0" viewable, .26dp) M780 Monitor	• 17" (16.0" viewable, .26dp) 1000HS Trinitron Monitor	• 19" (18.0" viewable, .26dp) P990 Trinitron Monitor
MB Diamond Viper TNT 3D AGP aphics Card	• 16MB Diamond Viper TNT 3D AGP Graphics Card	• 16MB Diamond Viper TNT 3D AGP Graphics Card
W 6X Max[10] Variable DVD-ROM Drive	• *NEW* 6X Max[10] Variable DVD-ROM Drive	• *NEW* 6X Max[10] Variable DVD-ROM Drive
tle Beach Montego II A3D 320V und Card	• Turtle Beach Montego II A3D 320V Sound Card	• *NEW* SoundBlaster Live! Value 512V Sound Card
rman/kardon HK-195 Speakers	• *NEW* ACS-340 Speakers with Subwoofer	• ADA 880 Dolby Digital Speakers with Subwoofer
0MB Iomega Zip BUILT-IN Drive	• 100MB Iomega Zip BUILT-IN Drive	• 100MB Iomega Zip BUILT-IN Drive
S Natural Keyboard Elite	• Dell QuietKey Keyboard	• Dell QuietKey Keyboard
S IntelliMouse	• MS IntelliMouse	• MS IntelliMouse
wer Game Pack[22]	• **Power Game Pack**[22]	• **Power Game Pack**[22]
grade to a 17" (16.0" viewable, .26dp) 00HS Trinitron® Monitor, add $99.	★ *Upgrade to ACS-495 Surround Sound Speakers with Subwoofer, add $69.*	★ *STB PCI TV/FM Tuner, add $109.*
1999	**$2299**	**$2799**
Mo., 48-Month Purchase Plan[33]	$69/Mo., 48-Month Purchase Plan[33]	$84/Mo., 48-Month Purchase Plan[33]
E•VALUE CODE: 88806-500519	E•VALUE CODE: 88806-500522j	E•VALUE CODE: 88806-500527

PRE-LOADED SOFTWARE OPTIONS

Microsoft® Office 97 Small Business Edition v2.0:
(Ask about Our *FREE* MS Office 2000 Upgrade Offer) Word 97, Excel 97, Publisher 98, Outlook 98, Small Business Financial Mgr. 98 and Expedia Streets 98.

Microsoft Works Suite 99:
Word 97, Encarta Encyclopedia 99, Money 99 Basic, Works 4.5a, Works Calendar, Graphic Studio Greetings and Expedia Streets 98.

SOFTWARE BUNDLES

Fast Track Game Pack $79:
Tomb Raider 2, Jack Nicklaus Golf 5.0, Titanic: Adventure Out of Time, Hardball 6.0 and Total Annihilation.

Quicken 99 Power Bundle $79:
Quicken Deluxe 99, Quicken Financial Planner, Quicken Family Lawyer.

ws 98 ◆ Touchpad ◆ 3-Year Limited Warranty[2] ◆ Setup Video
$49 ◆ APC Notebook Surge Protector, add $29

LL INSPIRON 7000 A333GT NTIUM II PROCESSOR AT 333MHz	DELL INSPIRON 7000 A366LT PENTIUM II PROCESSOR AT 366MHz
ktop Features, Notebook Convenience	**Desktop Features, Notebook Convenience**
4.1" XGA Active Matrix Display	• 15" XGA Active Matrix Display
4MB SDRAM (384MB Max[13])	• 96MB SDRAM (384MB Max[13])
4GB[4] Ultra ATA Hard Drive	• 10GB[4] Ultra ATA Hard Drive
emovable Combo 24X Max[7] Variable D-ROM and Floppy Drive	• Removable Combo 2X[34] DVD-ROM and Floppy Drive
X AGP 8MB ATI RAGE LT Pro 3D Video	• 2X AGP 8MB ATI RAGE LT Pro 3D Video
ternal 56K Capable[11] V.90 Fax Modem ith Trial Offer ConnectDirect ternet Access[14]	• Internal 56K Capable[11] V.90 Fax Modem with Trial Offer ConnectDirect Internet Access[14]
IS Works Suite 99 with Money 99 Basic	• MS Office Small Business Edition
eluxe Nylon Case	★ *Inspiron 7000 Port Replicator, add $149.*
pgrade to a 10GB Ultra ATA Hard rive, add $199.	★ *100MB Iomega Zip Internal Drive, add $139.*
pgrade to 128MB SDRAM, add $199.	★ *Second Lithium Ion Battery, add $119.*
2699	**$3499**
/Mo., 48-Month Purchase Plan[33]	$105/Mo., 48-Month Purchase Plan[33]
E•VALUE CODE: 88806-800526	E•VALUE CODE: 88806-800534

POWER UPGRADES

RECEIVE UP TO $100 OFF WITH MAIL-IN REBATES ON THESE HP PRODUCTS WHEN PURCHASED WITH A DELL DIMENSION DESKTOP AND MONITOR. OFFER EXPIRES 7/3/99.[20]

***NEW* HP DESKJET 882C COLOR PRINTER**
- Brilliant photo-quality printing on any paper
- Up to 8 ppm black, 5 ppm color
- Parallel or USB[21] connectivity



$299
$50 HP MAIL-IN REBATE[20] Available

***NEW* HP SCANJET 5200Cse SCANNER**
- Single push-button scanning and copying
- USB[21] connectivity for easy installation
- 600 x 1200 dpi, 9600 dpi enhanced, 36-bit color



$299
$50 HP MAIL-IN REBATE[20] Available

APC SURGESTATION PRO8T2
- Helps protect your system against electrical surges
- 8 outlets with block spacing for 3 outlets
- Provides $10K equipment protection warranty



$39

PREMIER 3-YEAR ON-SITE[3] SERVICE
- Sends a technician to your door the next business day if necessary after phone-based troubleshooting
- Protects your PC from expensive technical support costs down the road



$99 Desktop Service
$149 Notebook Service[19]

ncial
8, to
tates
bility
ates.
icted
redit.
(For
ktop
ia 3-
$4.95
es of
ment
case

Are you Y2K OK? www.dell.com/y2k



USE THE POWER OF THE E•VALUE™ CODE.
MATCH OUR LATEST TECHNOLOGY WITH OUR LATEST PRICES. ENTER THE E•VALUE CODE ONLINE OR GIVE IT TO YOUR SALES REP OVER THE PHONE. ALSO, GO ONLINE TO DESIGN YOUR IDEAL COMPUTER, CHECK THE LATEST PRICES AND GET 24 HR. ONLINE TECH SUPPORT.
WWW.DELL.COM/EVALUE

800-953-4018

BE DIRECT™
DELL®
www.dell.com

TO SEE KILLER 3D, WHO SAYS YOU NEED 3D GLASSES?

INTRODUCING DELL'S *NEW* DESKTOP FEATURING THE PENTIUM® III PROCESSOR



USE THE POWER OF THE E•VALUE™ CODE.
MATCH OUR LATEST TECHNOLOGY WITH OUR LATEST PRICES. ENTER THE E•VALUE CODE ONLINE OR GIVE IT TO YOUR SALES REP OVER THE PHONE.
WWW.DELL.COM/EVALUE

NEW DELL® DIMENSION® XPS T550
PENTIUM® III PROCESSOR AT 550MHz

- 128MB 100MHz SDRAM
- *NEW* 9.1GB[4] Ultra ATA Hard Drive (7200 RPM)
- 17" (16.0" viewable, .26dp) M780 Monitor
- 16MB Diamond Viper TNT 3D AGP Graphics Card
- 40X Max[5] Variable CD-ROM Drive
- Turtle Beach Montego II A3D 320V Sound Card
- harman/kardon HK-195 Speakers
- 3Com® USRobotics V.90[11] PCI WinModem with Trial Offer ConnectDirect℠ Internet Access[14]
- 100MB Iomega Zip BUILT-IN Drive with One Disk
- MS® Works Suite 99 with Money 99 Basic; McAfee VirusScan
- MS Windows® 98/Logitech MouseMan Wheel (PS/2v)
- Dell QuietKey® Keyboard
- 3-Year Limited Warranty[2]
- 1-Year Next-Business-Day At-home[3] Service
- **Power Game Pack**[22]

$2199

$66/Mo., 48-Month Purchase Plan[33]

E•VALUE CODE: 88804-500521s

With the new Intel® Pentium III processor at 550MHz, our new Dell® Dimension® XPS T550 represents a new generation of 3D technology. This system is designed to optimize the next wave of power-hungry apps and peripherals, like hyper-realistic gaming and digital cameras. Give us a call or visit our website. And we'll build you a piece of tomorrow, today.

800-953-4018

BE DIRECT™
DELL®
www.dell.com

intel inside®
pentium® III

Are you Y2K OK? www.dell.com/y2k

Phone Hours: M-F 7a-11p • Sat-Sun 8a-8p CT • In Canada, call 800-839-0148 • In Mexico, call 001-800-210-7607

[33]48-Mo. Purchase Plan offered through Dell Financial Services L.P., 14050 Summit Dr., Austin, TX 78728, to qualified consumers. Only available in the 50 U.S. states and District of Columbia, except AR & MN. Availability may be limited or offer may vary in some states. Advertised payments are based on sales prices depicted for 48-mo. term at 18.99% APR, with approved credit. Excludes taxes & shipping charges which vary (For example, based on sales price of $2199 for a desktop system, the total of sales taxes & shipping charges via 3- to 5-day ground to Hartford City, IN would be $204.95 [includes sales taxes of $109.95 and shipping charges of $95.00].). Taxes & shipping charges due with 1st payment unless included in the amount financed, in which case your monthly payment will be higher.